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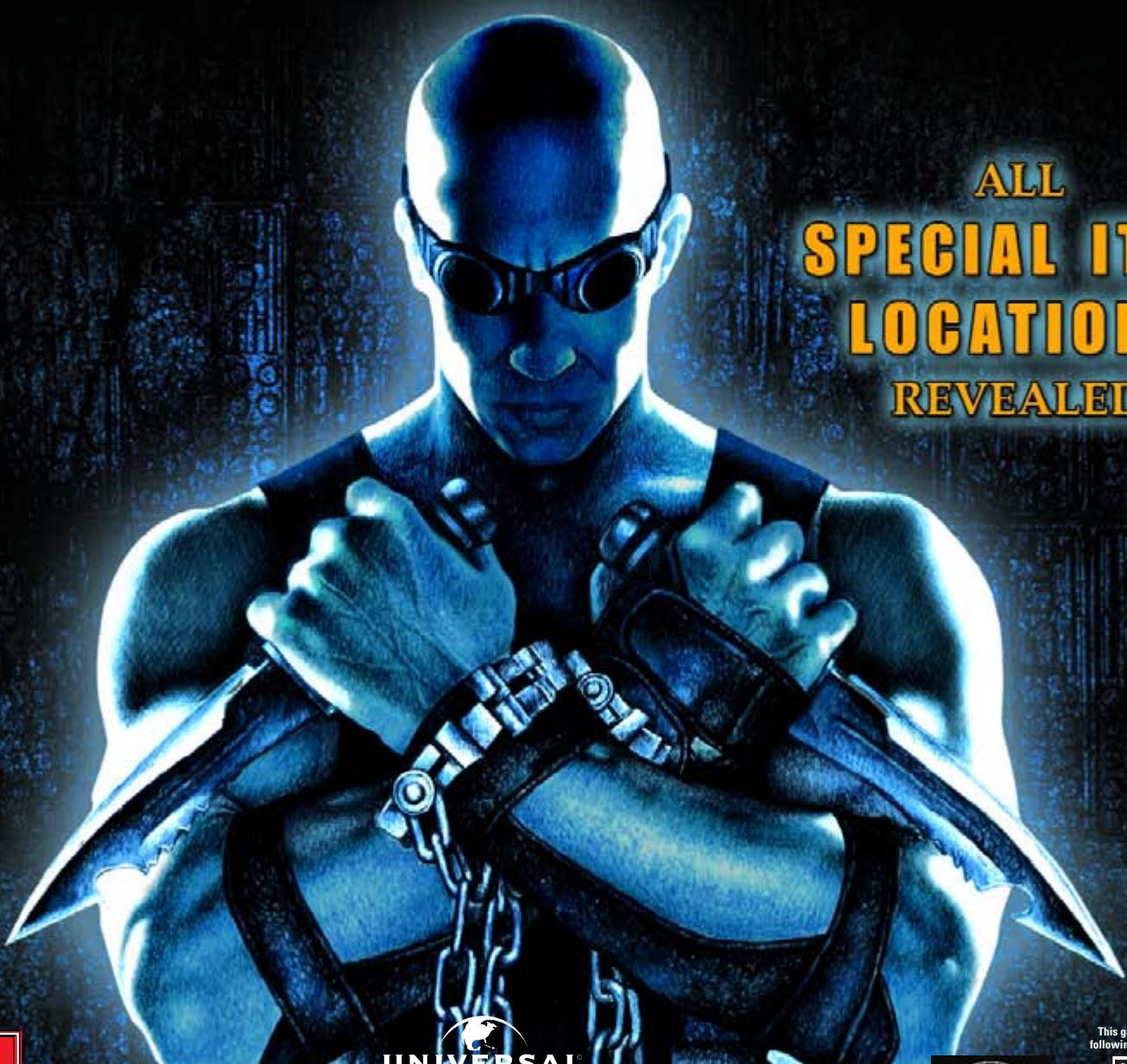
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ESCAPE FROM BUTCHER BAY

Prima's Official Strategy Guide

David Knight



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ISBN: 0-7615-4568-9

Library of Congress Catalog Card Number: 2004105008

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

(800) 733-3000

www.primagames.com

CONTENTS

SURVIVAL TRAINING	2
TOOLS OF THE TRADE	11
THE DREAM	16
PRISON AREA	23
THE INFIRMARY	29
MAINFRAME	33
RIOT	39
THE PIT	42
SHOWERS	49
GUARD QUARTERS	53
DOUBLE-MAX	60
WORK PASS	71
MINE ENTRANCE	73
SECURITY CHECKPOINT	76
UPPER MINES	78
MINING CORE	82
TOWER 19	88
CONTAINER ROUTE	95
CRASH SITE	104
CENTRAL STORAGE	112
LOADING DOCKS	119
HANGAR	126
CRYO-SLEEP	130
FACILITY CONTROL	133
CORPORATE OFFICE	139
FINAL BATTLE	142

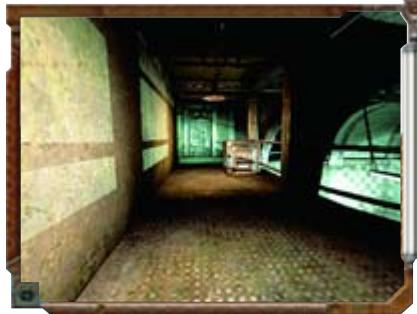
SURVIVAL TRAINING

Welcome to Butcher Bay—the highest-security prison in the cosmos. Living amongst the galaxy's most dangerous criminals is risky enough. Escaping is another matter. Along the way you'll encounter inmates vying for territory and power as well as guards with itchy trigger fingers. Do you have what it takes to get out in one piece? Before putting your escape plan into action, review the basics. In this section we discuss the importance of stealth, examine various combat tactics, and analyze all threats you'll face during your escape attempt. So put down that shiv for now and read up!

STEALTH

Maintaining stealth is the most important factor in a successful escape. Although it's possible to fight your way through level after level, it's safer and more rewarding to slip past guards unnoticed. Before you start sneaking around, it's important to understand clues that might give away your position. Guards and other enemy units are perceptive to visual and audible cues. Not only do you have to stay out of sight, but you have to remain silent also. Fortunately, stealth mode addresses both of these issues.

STEALTH MODE



When standing, you're visible. Plus, when moving, your boots thump the ground with each step. This is no way to sneak around.



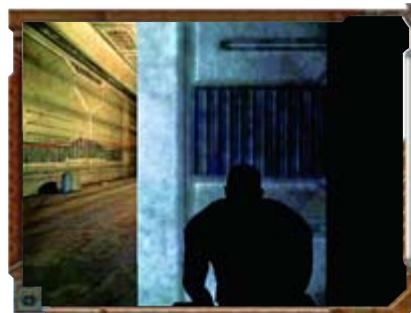
Instead, click the left thumbstick to drop into stealth mode. In stealth mode Riddick crouches, making him harder to see even in well-lit areas. In addition, Riddick's movement slows, reducing noise to inaudible levels. Riddick's view also widens (like a wide-angle lens) increasing peripheral vision.

The major benefit of stealth mode is Riddick's ability to disappear into shadows. You know you're completely out of sight when a blue hue washes over the screen.



As long as you're out of sight, guards can walk past you without noting your presence. Use this opportunity to attack them from behind, or sneak past them.

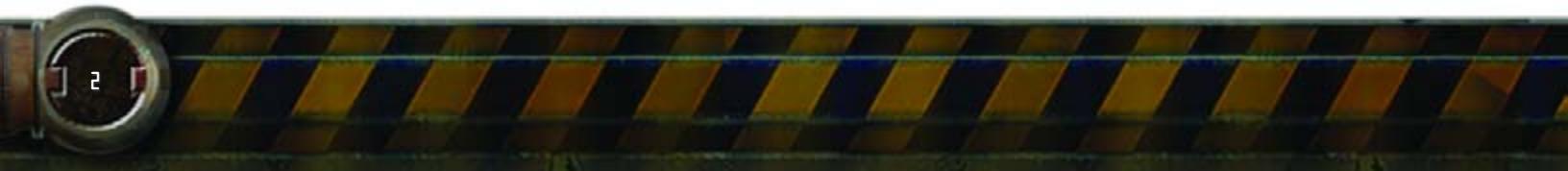
LEANING



Before rushing around a corner, always lean out to peek into the next area. Approach a wall and press the directional pad left or right to lean in the appropriate direction.



Leaning allows you to reconnoiter an area before advancing. Stay in stealth mode to remain out of sight. If you lean around a corner while standing, you may be spotted.



DISTRACTIONS

Whenever possible, capitalize on distractions. If guards or other enemies have their backs turned, they can't see you. Take advantage of the situation and slip away unseen.

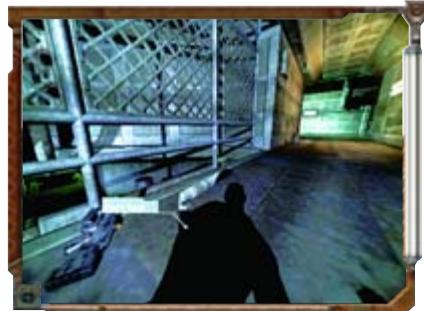
Other times you may have the opportunity to stage distractions yourself. For instance, instead of hiding bodies, drag them out into the open where they can easily be found. Patrolling guards approach the body first, allowing you to sneak out of the area.

**TIP**

To drag bodies, drop into stealth mode and press **X** while you're next to a corpse. Move the body wherever you want (preferably into the shadows), then press **X** or stand up to let go. Pressing **□** while crouched next to a corpse allows you to toss the body forward. This is useful for pushing bodies over ledges.

**DUCTS**

Ventilation ducts run throughout the prison facility, allowing you to move around without being seen.



You need a vent tool to open ventilation hatches. In most cases, vent tools can be found somewhere near these hatches, so keep your eyes peeled.



By sticking to ventilation ducts you can usually circumvent heavily defended areas. Along the way you may find UD money and packs of smokes.

Ducts are usually capped by mesh gratings. Press **X** to kick out these gratings. But before you kick out a grating, watch for patrolling guards on the other side. You don't want to encounter an alert guard as you crawl out of a duct.



HANGRAILS AND LEDGES

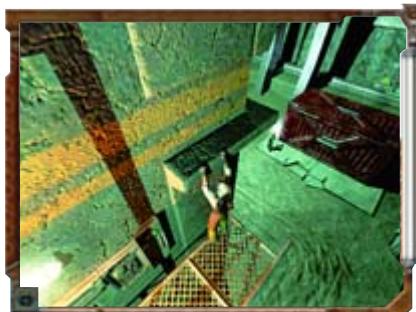


Keep an eye open for hangrails like this one. Press **X** to grab it.

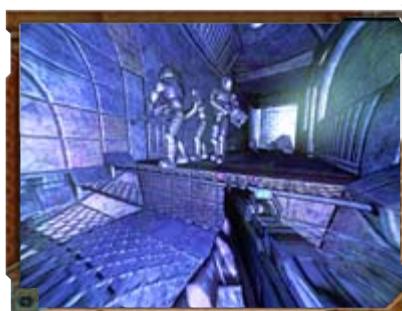


Wherever a hangrail is, there's an opportunity to sneak over guards. Guards don't look up unless you draw their attention, so remain silent and cross without being seen. When you reach the end, press **X** to drop down.

The same goes for ledges. Use ledges like this one to cross over heavily defended areas.



When possible, locate a light switch like this one. Flipping a switch is stealthier than blasting lights.



In the darkness, use Riddick's Eyeshine ability by clicking the right thumbstick. This ability allows Riddick to see in total darkness, giving him a tremendous advantage. However, the Eyeshine ability isn't available until Riddick visits Pope Joe in the Pit.



When hiding in the darkness, the biggest threats are guards who activate their weapons' integrated flashlights. If they shine the light in your direction, your cover will be blown. Either avoid these guards entirely, or take them out before they see you.

EMBRACE THE DARKNESS



Shadows are Riddick's best friends. But sometimes shadows aren't available. In such cases, make shadows by turning off lights or shooting out the lights.

COMBAT

No matter how careful you are, sometimes combat is unavoidable. When faced with a combat situation, think defensively first. Is a fight really necessary? Is there a way to escape? If there's no other way out of the fight, take the following topics into consideration and apply them as necessary. Even if you're outgunned or outmuscled, by fighting smart you will emerge as the victor.

STEALTH ATTACKS

Whenever possible, drop into stealth mode and sneak up behind your enemies to attack.



Riddick's hands appear at the bottom of the screen, indicating that you're close enough to attack.

If your hands are empty, Riddick performs a simple neck-break maneuver, killing the enemy instantly. Use the right trigger (or "R" trigger) for the instant neck break. However, the neck break can draw the attention of nearby enemies as your opponent struggles to escape. Use the left trigger (or "L" trigger) for the silent neck break in conjunction with tapping the "X" button.



Use a weapon like a club or a shiv to deliver an equally lethal and silent attack from behind.

The butt of an assault rifle or shotgun can also work to eliminate a threat by pressing \square . Just make sure you stand up before swinging.

**DROP ATTACK**

When climbing across hangrails or perching on ledges, consider using a guard below to cushion your fall. Wait until the guard is positioned directly beneath you, then drop down.



A successful drop attack results in a temporary switch to a third-person perspective showing Riddick dropping on the enemy.

TIP

Watch for guards standing in front of heavy machinery like rock crushers or fan blades. Sneak up behind the guards and press \triangle when Riddick's hands reach out. Instead of snapping their necks, Riddick will push the enemies into the machinery, resulting in a gruesome death.



MELEE COMBAT



In prison, fighting is an everyday occurrence. Your first concern is blocking incoming punches by pulling and holding **□**. Riddick raises his arms in defense. While blocking, you can't move, but you'll automatically rotate to face the opponent.



Study your opponent's attack pattern before throwing your first punch.

Move the right thumbstick while pulling and holding **□** to throw different types of punches. For best results, stick with jabs. They're not very powerful, but they're quick, allowing you to block before your opponent retaliates.

See the table below for details on how to throw different punches.



STICK AND MOVE



If you face an opponent armed with a club or shiv, blocking doesn't do you any good. Instead, keep your distance and be prepared to step out of the way as your enemy swings or slashes.



After he swings, rush in and attack with a quick jab, then back away before he retaliates.

When your opponent is off balance, throw a series of quick punches. As he stumbles backward, the enemy won't have a chance to regain his composure. Keep up the attack until he falls. If you're feeling confident, try to disarm him.



DISARM



At times you must assault a guard armed with a firearm. You're at an obvious disadvantage, but if you can move in to close range, you help even the odds.

FIGHTING MOVES

ATTACK

BUTTONS

Block	□
Right Jab	□
Left Jab	□
Elbow Strike	□
Uppercut	□
Counter/Lethal Move	□

As soon as you move within a few feet, the guard gives up on shooting you and starts smacking you with the firearm's butt. Each strike knocks you back, so keep pushing forward. If you're not careful the guard will knock you back several feet, then fire the weapon—don't let this happen.



To ensure a kill, press **BLK** to zoom in on the enemy's head. If you're using an accurate weapon like the assault rifle, one shot does the trick. Remember, if you fire and miss, the guard will turn and open fire on you.



Instead, watch the guard's movements. When the guard attacks, simultaneously press **D** and **G**. If your timing is right, Riddick grabs the guard's weapon and turns it against him. The same maneuver works against enemies armed with melee weapons.



If a firefight breaks out, always seek some sort of cover. Doorways and crates work well.

FIREFIGHTS

Firearms give Riddick an even footing with the guards. But you still have to fight smart to survive. Just because you have a firearm doesn't mean you should run around blasting everything. Remain stealthy and stick to the shadows, using the firearm to shoot out lights.



While behind cover, shoot out any light sources. When the lights are out, sneak around and flank your enemies.



If you encounter a guard you must kill, go for the head shot.



When using the assault rifle, avoid going overboard with automatic fire. When fired automatically, the rifle bucks wildly due to recoil. This throws the weapon off its target. In addition, the large muzzle flash has a blinding effect, obscuring your view of the target. Instead, fire the rifle in short bursts to negate the effects of recoil.



Unlike the assault rifle, the shotgun fires semi-automatically, making it a bit easier to control. However, for optimal effect, use this weapon at close range.

ENEMIES

In Butcher Bay, everyone is a potential enemy. By studying your enemies' weaknesses you can be prepared to confront them in a combat situation. In this section we look at the various threats you encounter during your escape attempt.

INMATES

Description:

Prison is a kill-or-be-killed joint. So kill or be killed.

Tactical Notes:

Most inmates pose no threat at all. In fact, inmates are usually a great resource. Speak with them to gather information or buy items. But when it comes to combat, don't expect a fair fight. Inmates are armed with shivs or brass knuckles, giving them an obvious tactical advantage if you're empty-handed. Each inmate has his own fighting style. Smart opponents throw a variety of punches and attacks, making it difficult to predict their next moves. But most inmates aren't smart, relying on heavy attacks that are easily blocked or dodged. Take some time and study your opponent's moves before attacking. This allows you to analyze patterns and exploit weaknesses.



GUARDS

MAXIMUM SECURITY LIGHT GUARD

Description:

Non-armored guards love to call for backup whenever there's trouble.

Tactical Notes:

Stationed in the Maximum Security area of the prison, these guards are usually armed with assault rifles—and they don't think twice about using them. During firefights they tend to hold back in defensive positions, often tossing grenades in your direction. All firearms work equally well against these guards. But since they're not equipped with body armor, the shotgun is particularly effective. Still, blast them at close range to inflict maximum damage.



DOUBLE-MAX LIGHT GUARD

Description:

Armored guards rush into any fight with a little more confidence than their Maximum Security counterparts.

Tactical Notes:

The Double-Max area is filled with the prison's most vile criminals. For extra protection from the inmate population, these guards are equipped with body armor. The armor primarily protects the wearer from melee attacks, but it also reduces the damage caused by firearms. This necessitates attacking these guards by surprise, preferably by breaking their necks. If you get caught in a firefight with a Double-Max Light Guard, always aim for the head. Shots to the limbs and torso inflict minimal damage, effectively lengthening the firefight while eating up your ammo. That helmet may look thick, but the weakest firearm can penetrate it.



SECURITY TURRET

Description:

Because guards can't be everywhere at all times, these small camera/turret units survey the prison and execute—on the spot—anyone who breaks prison rules.

Tactical Notes:

Security turrets are mounted throughout the prison facility, making it difficult to get away with illegal activity. However, these turrets have a couple of weaknesses. For one, they're extremely vulnerable to gunfire. One bullet or shotgun blast will destroy them. If you don't have a firearm in your possession, use their inability to see in the dark to your advantage. By moving in stealth mode and sticking to the shadows, you can walk past a security turret without being detected.



RIOT GUARD

Description:

These heavily armored assault units are mechanized and almost invulnerable. Their only weak spot is the paneling on their back.

Tactical Notes:

These mechanized suits of armor are a common sight, deployed throughout the Double-Max area as well as the prison's mining facilities. The dual mini guns mounted on each arm should immediately make the need to keep your distance clear. For the most part, you can slip past these guards unnoticed. But on rare occasions you may be forced to attack. If faced with such a situation, avoid a frontal assault at all costs—you won't survive! The easiest way to destroy a Riot Guard is with grenades. It takes about three grenades. Otherwise, sneak up behind the Riot Guard and locate a gray panel on its back. This small panel is the only weak spot in the Riot Guard's armor. Use a shotgun to blast this area. Scoring hits on this panel causes the Riot Guard to stagger forward. Keep your weapon on target and continue firing until the unit falls to the ground with a loud clank.



MECHS AND DROIDS

SCREAMER DROID

Description:

These tiny droids may be more of a nuisance than a threat, but their constant attacking and Riddick's efforts to silence them may alert others and ruin your cover.

Tactical Notes:

Screamer droids are deployed in the prison's cryo-sleep facility. More threatening than the droids' syringes are their ear-splitting alarms, used to alert more capable units. You can destroy these droids by continuously punching them, but you take significant damage in the process. Avoid these droids. After you have a firearm, it's easier to eliminate them. The shotgun works best, but the gun is just as proficient. Keep your distance and open fire at long range. Target the droid's head to destroy it quickly and conserve ammo.



ATTACK DROID

Description:

Larger mechanized droids with simple AI—they kill anyone trying to escape. These robotic defense units aren't the most heavily armored designs, but they pack rockets and use them often.

Tactical Notes:

Unless you're cruising around in a Heavy Guard, stay away from these bad boys. Attack droids are armed with heavy machine guns and rockets, making them an extreme threat. If you're on foot, do your best to avoid these droids entirely. Speed and agility are your greatest advantages during these encounters. The attack droids advance quickly when moving in a straight line. When forced to move laterally or change directions, their movement slows. If you come face-to-face with one of these units, run past it. By the time the attack droid manages to turn around, Riddick is long gone.



HEAVY GUARD

Description:

Not to be toyed with, these guards carry extreme firepower and have orders to kill prisoners on sight and at will.

Tactical Notes:

Heavy Guards incorporate the strengths of the Riot Guard and attack droid into one heavily armored unit. Armed with a mini gun and rocket launcher, these manned units can be found outside the prison's central facilities and are used as a last line of defense. The Heavy Guard is impervious to small arms fire, so don't waste your ammo. If all escape routes are sealed, keep moving and look for an alternate attack method. Short of acquiring a mini gun of your own, explosives are the only way to destroy a Heavy Guard.

Later in the game, Riddick gets a chance to operate one of these units. \ominus fires the mini gun while \ominus fires rockets. Rockets fire out the unit's side, taking an arcing trajectory to the target. Make sure the rockets have plenty of clearance—if they hit a low ceiling or doorway, they'll explode above the unit, inflicting damage.



CREATURES

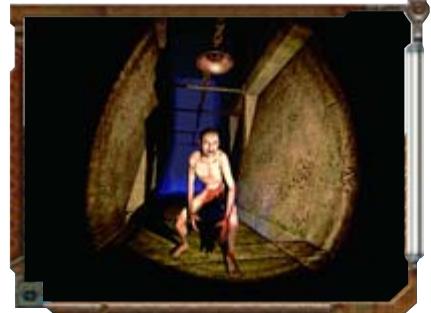
DWELLER

Description:

These humanoid-like creatures inhabit the Pit—the dark tunnels running beneath the cell blocks and guard quarters.

Tactical Notes:

By themselves, dwellers pose little threat. But they never attack individually. Instead, they move in large packs rushing toward you and tearing at your flesh. Don't try to fight these creatures with your fists or a rifle butt. Instead, blast them with the shotgun. Wait until they're within a few feet before firing. If you're lucky, you can take out two or three with one shot.



CRITTER

Description:

Resembling huge cockroaches, critters infest the caverns surrounding the prison's mining operation. In fact, entire areas of the mines have been completely abandoned due to their presence.



Tactical Notes:

The most dangerous attributes of critters are their speed and unpredictability. Capable of moving along walls and ceilings, these creatures can appear anywhere. Like the dwellers, a well-aimed shotgun blast will splatter them. Kill critters as soon as you encounter them. Whatever you do, don't run away. They have no problem keeping up with you, attacking you from behind as you try to escape.

TOOLS OF THE TRADE

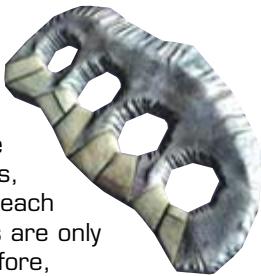
Breaking out of Butcher Bay is no easy task. Along the way Riddick must utilize a number of weapons and items to fight his way to freedom. In this section we discuss the nuances of each weapon and item. So brush up on these facts before making your escape attempt.

— MELEE WEAPONS —

BRASS KNUCKLES

Description: Useful in first-person fighting, they can help you to hurt your opponents even more.

Tactical Notes: Brass knuckles are the most rudimentary of all weapons, giving more weight and fortitude to each punch. However, the brass knuckles are only worn on Riddick's right hand. Therefore, punches thrown with his left hand don't benefit from the weapon's attack bonus. For best results, throw a series of fast right jabs until your opponent is down.



NOTE

When wearing the brass knuckles, no new punches or attacks are available.

CLUB

Description: Use a club when you really, really want to hurt someone. A few good whacks with one of these on an easier opponent, and he ain't getting back up.



CLUB FIGHTING MOVES	
ATTACK	BUTTONS
Block	L
Right-to-Left Swing	R
Left-to-Right Swing	L+R
Overhead Smash	L+R
Chin Strike	L+R
Counter/Lethal Move	L+R

Tactical Notes: This two-handed weapon is devastating in a fight, but it's also clumsy. The club's heavy weight requires long windups before delivering a strike, leaving the wielder open to attack. If the target is quick on his feet, he can dodge the incoming blow. For this reason, reserve the club for surprise attacks when you can whack your opponent in the back of the head. When facing an enemy with a club, use the stick-and-move technique to strike your opponent, then backpedal before he can swing. Unless you have a club of your own, don't block an incoming strike. Instead, step out of the way to stay alive.

NOTE

When equipped with the club, you can block all incoming strikes including slashes and stabs from a shiv. The only exception to this rule is a strike delivered with the butt of a firearm.

SHIV

Description: Shivas can help you end a fight quickly. They cut, they hurt, and they make your enemy bleed.

SHIV FIGHTING MOVES	
ATTACK	BUTTONS
Block	L
Downward Slash	R
Left-to-Right Slash	L+R
Stab	L(R) or L+(R)
Counter/Lethal Move	L+R



Tactical Notes: Although the shiv causes less damage than the club, its speed makes it preferable when going toe-to-toe with an opponent. A series of quick slashes with this crudely sharpened instrument can drop an enemy in a few seconds. Fighting tactics should resemble regular hand-to-hand combat; block incoming strikes and wait for the right opportunity to slash. Do not stick and move when an opponent is also armed with a shiv. The shiv's ability to strike quickly makes it difficult to get out of the way. But if it catches you without a weapon in your hand, dodging is the only way to avoid taking damage.

NOTE

The quickest way to down an opponent with the shiv is to intercept his incoming strike by simultaneously pressing **L1** and **R1**. Riddick grabs the attacker's arm and shoves the shiv into his neck.

FIREARMS AND OTHER WEAPONS

GUN

Ammo Capacity: 14

Fire Mode: semi-automatic

Description: A simple, single-fire weapon, the gun is reliable, but not very powerful.

Tactical Notes: This pistol may not look like much, but it's more than capable of getting the job done, especially if you're using it for head shots. This is most effective when targeting stationary, unsuspecting enemies. The gun is also useful for shooting out lights, regardless of distance. As a rule, use the pistol whenever one bullet will do the job. If you're not sure if one bullet can ensure the kill, defer to the shotgun or assault rifle.



SHOTGUN

Ammo Capacity: 8

Fire Mode: semi-automatic

Description: The modern flesh destroyer, this weapon is extremely powerful and messy at close range, but ineffective at a distance.



Tactical Notes: When it comes to combat at close quarters, nothing performs as well as the shotgun. For best results, use this weapon when you're within a few feet of your target, particularly if you're going against a guard wearing body armor. At greater distances the shotgun's buckshot spreads out, making accuracy unpredictable. It's possible to fire a shell at a distant target and miss. Due to the shotgun's lack of range, sneak in to close range before firing. Avoid getting into firefights with guards armed with assault rifles. You won't survive unless the engagement occurs at close range.

The shotgun is also fitted with a flashlight you can activate by pressing **PS**. This comes in handy for finding your way through dark ducts and other shadowy areas. But the flashlight also gives away your position, so use it sparingly.

ASSAULT RIFLE

Ammo Capacity: 38

Fire Mode: automatic

Description: Good up close or from a distance, this automatic rifle pumps out rounds until you decide your target is dead, or until you get bored with shooting the dead corpse for fun, whichever comes first.



Tactical Notes: The assault rifle is the most well-rounded weapon in the game, and is popular with the prison's guards. Unfortunately, Riddick isn't able to use it often. All assault rifles in Butcher Bay are DNA-encoded, allowing only authorized personnel to operate them. When prisoners attempt to grab these rifles, an electrical shock surprises them. Repeated attempts to pick up a DNA-encoded rifle result in death. Riddick can only use these rifles after he's scanned his DNA into the prison's Mainframe.

The assault rifle is fully automatic, capable of spitting out a wall of lead within a few seconds. When fired in long bursts, the rifle bucks out of control, reducing accuracy. For this reason, squeeze the trigger and release, firing no more than two or three rounds at a time, especially when engaging targets at long range. Like the shotgun, the assault rifle is equipped with a flashlight. Turn it off when stealth is necessary.

TIP

Use the assault rifle's zoom function (**PS**) to get a closer view of distant targets. This is a must for scoring head shots. The weapon has two zoom levels. Toggle through these levels to return to the normal view before moving out.

TRANQUILIZER GUN (AKA TRANO-GUN)

Ammo Capacity: N/A

Fire Mode: semi-automatic

Description: This gun will stun your opponents with a powerful jolt of electricity. But take care of your business quickly—they'll wake up after a while.



Tactical Notes: If you don't have access to a proper firearm and are incapable of moving within melee-attack range, the tranquilizer gun is a lifesaver. This bright yellow device fires a small electrical charge capable of temporarily stunning an opponent. When hit by this charge, the opponent collapses to the floor, writhing in pain. You have a few

seconds before he regains his composure, allowing you to sneak past the enemy or beat him while he's down. The quickest way to kill an opponent while he's stunned and down is with a stomp from your boot. Press **□** while looking down at the stunned enemy to deliver this devastating attack. The tranq-gun fires slowly, requiring that you manually cock it after each shot. For this reason, use the tranq-gun in situations where you can deal with one enemy at a time.

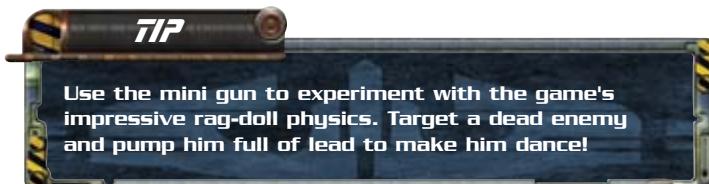
MINI GUN

Ammo Capacity: 4000

Fire Mode: automatic

Description: A high-powered chain gun that spits out nearly 50 rounds per second. The prison guards' term for this weapon is "The Lawnmower," because it mows down everything in front of it.

Tactical Notes: Riddick only has access to this weapon on rare occasions. In addition to being the Heavy Guard's primary weapon, Riddick can also pick up one of these bad boys after downing a Riot Guard. When carrying the mini gun, Riddick's speed is significantly reduced. Also, due to its size, he cannot store this weapon. So if you switch to another weapon, you will drop the mini gun. What the mini gun lacks in accuracy, it makes up for in volume of fire. Use it to rake enemy-filled areas with automatic fire. Like the shotgun, the mini gun is most effective at short-to-intermediate range. Picking off targets at long range is problematic, often requiring a long burst of automatic fire before scoring a hit.



GRENADE

Description: These explosive grenades pack a punch and send enemies flying when tossed into crowds.

Tactical Notes: Dealing with explosives is dangerous, so exercise caution when using grenades—they're as dangerous to you as they are to your enemy. Equip the grenade the same way you would with any other weapon (**Y**), then press **□** to throw it. Grenades don't bounce much, so you can't bank them off surfaces. Instead, throw them at your target and back away. Save your grenades for Riot Guards, and throw them at the Riot Guards' feet. It takes about three grenades to destroy one of these mechanized guards.



ITEMS AND EQUIPMENT

NANOMED MACHINE

Description:

You can regain health boxes by using a NanoMed Machine.

To use one, approach it and press **X**. A NanoMed Machine only replenishes four health boxes. This is indicated by the four bright green diamonds on the machine's display, which disappear as you take health from the machine. If a NanoMed Machine is empty, a red light appears and you must recharge the NanoMed Machine by using a nano med cartridge.



Notes: Before using a NanoMed Machine, make sure the surrounding area is clear of enemies. This includes patrolling guards that may barge into the room to surprise you. While using the machine you temporarily lose control of Riddick, plus your back is turned, leaving you open to attacks.

NANO MED CARTRIDGE

Description:

When you need health and a NanoMed Machine is empty, this cartridge will recharge the machine, and allow you to get health from it.



Notes: Guards drop nano med cartridges.

A NanoMed Machine must be empty before you can charge it with a cartridge. Approach an empty machine (indicated by the red light) and press **X**. Riddick automatically installs the cartridge, recharging the machine. After the machine is recharged, use it to heal. Cartridges only work on NanoMed Machines, not health stations.

HEALTH STATION

Description: In addition to healing, health stations give Riddick one extra health box.

Notes: Health stations are rare and should be used anytime you find one. Even if you don't need to be healed, use these stations to gain an extra health box. Attaining health boxes allows you to take more damage, increasing your chances of survival.



FLARES

Description: Use these standard flares to help illuminate dark passages.

Notes: To equip a flare, cycle through your weapons by pressing **V**. After a flare is selected, press **Q** to throw it—like a grenade. Use flares like bread crumbs, marking key doorways and passages through which you know you'll have to return. This allows you to navigate your way through the darkness quickly without the worry of getting lost. Flares only appear in "The Pit" level. You get them in Pope Joe's Den.



KEY CARDS

Description: Use these coded cards on keypad-locked doors to access new areas.

Notes: Guards and technicians drop key cards. In most cases, a key card can unlock all keypad-locked doors within a level. If you come to a locked door you can't open, retrace your steps through the level and scan the ground for a key card you may have missed.

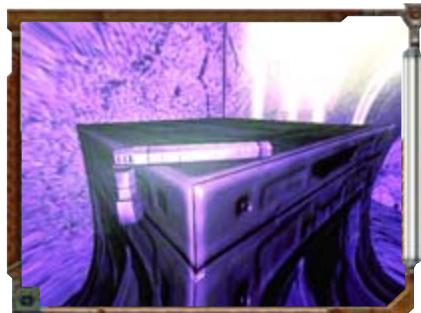


VENT TOOL

Description:

This tool helps you open sealed vents so you can explore and get deeper into the prison.

Notes: This is one of the most critical pieces of equipment in your inventory, allowing you to access ducts and move through the prison without being noticed by the guards. When you have a vent tool, look everywhere for ventilation hatches. They are on walls, ceilings, and floors. In most cases, opening a ventilation hatch allows you to access alternate routes and shortcuts.



UD MONEY

Description:

The currency of our time, UD money can be traded for weapons or smokes.

Notes: UD money can be earned, found, and picked up from dead opponents. You can earn money by doing favors for other inmates or by fighting in the ring located in the Tower 17 area of the prison. If you keep your eyes peeled, you can find money on the floor, or behind gratings or loose panels. Money is also carried by most of the inmates and prison personnel. After killing an inmate or guard, look at his body to search for money. When you have money, you can use it to buy items, weapons, and services. Keep an eye on how much money you have by accessing the inventory page in your journal.



PACKS OF SMOKES

Description:

Also valuable, smokes unlock special features in the game!

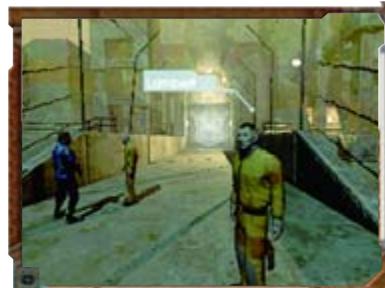
Notes: Similar to UD money, packs of smokes can be found and earned. Most of these packs are throughout the levels, lying on the floor, or hidden in ducts and other out-of-the-way locations. Riddick can also earn smokes for completing tasks for other inmates. Each pack collected unlocks exclusive content relating to the game and the production of the movie (*The Chronicles of Riddick*). To access these items, select the Extra Content option from the main menu. From here, you can view which packs you've collected. Select a pack from this menu to view the content it unlocked.



FINDING THE PACKS OF SMOKE\$

PACK NUMBER	PACK NAME	LEVEL	UNLOCKED CONTENT
1	Hogdahl's Finest	The Dream	TCoR Combo Trailer, Riddick Prototype 1
2	Candy Candy	Take Off Platform	Movie Concept Art 03
3	Carl's Blend	Courtyard	Game Concept Art 05
4	Swift	Mining Core	Game Concept Art 16
5	Charlie's	Tower 17	Game Concept Art 19
6	Desert Air	The Dream	Movie Still 01
7	Dog Smokes	Feed Ward	Movie Set 01
8	Black Death	Feed Ward	Movie Set 02
9	Charlie's CC	Feed Ward	Movie Set 03
10	Pirate	Feed Ward	Game Concept Art 11
11	Roulette	Feed Ward	Game Concept Art 37
12	Dr. Filur	Infirmary	Movie Set 06
13	Alunda Classics	Mainframe	Game Concept Art 22
14	Space Cowboy	Take Off Platform	Cigarette List
15	Mount Noir	The Pit	Game Concept Art 17, TCoR Novelization
16	OP	The Pit (Pope Joe)	Game Concept Art 02
17	Sensai	Feed Ward	TCoR Movie Teaser, Riddick First Playable 1
18	Yovall	Tower 17 Base	Game Concept Art 20
19	Starlife	Tower 17 Base	Game Concept Art 39
20	Clemens	Tower 17 Base	Game Concept Art 06
21	Noname	Tower 17 Base	Game Concept Art 29, Riddick Prototype 4
22	Painful	Courtyard	Movie Set 09
23	Cone Puffs	Courtyard	Game Concept Art 02
24	Five Fingers	Courtyard	Game Concept Art 10, Starbreeze Motion Capture
25	Voodoo	Prison Area	Game Concept Art 24
26	The Counts	Prison Area	Game Concept Art 25
27	The Beetle Blend	Mainframe	Game Concept Art 01
28	Karavan	The Pit (Dark Tunnels)	Game Concept Art 03
29	Yups	Showers	Game Concept Art 12
30	Q	Showers	Game Concept Art 31
31	Gronkos Bar	Guard Quarters	Movie Prop 01, Riddick Prototype 3
32	Old Timer	Courtyard	Game Concept Art 28
33	Guards	Guard Quarters	Movie Set 07
34	Red Frog	Work Pass	Movie Set 04
35	Bloss	The Dream	Game Concept Art 32
36	Tiny Tims	Work Pass	Game Concept Art 26
37	Sicher	Mine Entrance	Game Concept Art 38, Riddick First Playable 2
38	Rolles Rok	Mine Entrance	Game Concept Art 21
39	Nordqvist	Security Checkpoint	Game Concept Art 30
40	Space Jockey	Upper Mines	Game Concept Art 23, Riddick First Playable 3
41	Jimboro	Mining Core	Game Concept Art 27
42	Addictive M	Cargo Transport	Movie Set 10
43	Iron Lungs	Feed Ward	Game Concept Art 15
44	CA Alderholm	Container Route	Game Concept Art 08
45	20 Musketeers	Container Route	Game Concept Art 04
46	Robot Smokes	Container Route	Game Concept Art 09, Riddick First Playable 4
47	68th	Container Route	Movie Set 08
48	Maestro	Container Route	Game Concept Art 07
49	Mummy	Abandoned Equipment	Game Concept Art 13
50	Count Gunther	Abandoned Equipment	Game Concept Art 14
51	Cloud No. 17	Abandoned Equipment	Movie Concept Art 05
52	Enfermo	Central Storage	Game Concept Art 18
53	Graes	Loading Docks	Game Concept Art 34, Starbreeze Technology Demo
54	Gawd	Facility Control	Movie Concept Art 01, Game Concept Art 40
55	Lungbusters	Courtyard	Game Concept Art 33
56	Yoshimi	Courtyard	Movie Set 05
57	MBryo	Aquila Territory	Game Concept Art 36
58	Habibs	Aquila Territory	Game Concept Art 35
59	JR Grass	Aquila Territory	Movie Concept Art 04, Riddick Prototype 2

THE DREAM



Restrained and under guard, Riddick is transported to the landing pad outside the Butcher Bay Correctional Facility.

After your short verbal exchange, Johns is distracted when one of the prisoners attempts to wander off. Step over to Lambert on your right. He suggests that you jump Johns while his back is turned.



The mercenary (merc) Johns escorts Riddick and two other prisoners out of the transport, stopping in front of the prison's main entrance.



Switch to stealth mode by clicking the left thumbstick. This drops Riddick into a crouched stance that makes him harder to spot.



Sneak up behind Johns until Riddick's hands stretch outward—this indicates that you're within attack range.

Johns isn't the friendliest guy, but what can you expect from a mercenary (merc)?



Use the left thumbstick to choose between two sarcastic responses. It doesn't matter which one you select.



Press **□** to break Johns's neck.



Switch out of stealth mode by clicking the left thumbstick. As tempting as it might be, don't try to pick up Johns's assault rifle. It's DNA encoded, delivering a lethal shock to unauthorized users.





Instead, turn around and rush out toward the landing pad where Lambert has opened a small hatch.

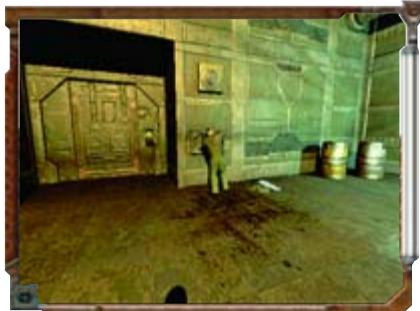
Drop down into the hatch to enter a cramped service tunnel. Judging by the sounds above, Lambert won't be joining you. Jump over the obstacles ahead by pressing **A**.



After clearing the obstacles, turn right to spot a ladder leading down.



Step off the ledge into the room below and approach the technician.



When you're within a few paces of him, he turns around and puts up his dukes. It's time to fight!



Step toward the top of the ladder and press **X**. The screen switches to a third-person perspective as Riddick grabs the ladder. Press down on the left thumbstick to slide down the ladder.

Wait for the right opportunity before pretending to drop your guard. Follow through with a series of quick jabs by repeatedly pressing **B**. Keep up the attack until the technician is sprawled across the floor.



At the bottom of the ladder, turn right to spot a technician working on a service panel in the room below. Before going after him, pick up the pack of smokes (#35) next to the ladder.



The technician drops a key card. Look down at the card and press **X** to pick it up. Locate the large door to the left of the panel where the technician was working.



Immediately use the security card by sliding it into the terminal to the right of the large door. This unlocks and opens the door.



Step through the open door to access this dark area. Hold in the shadows until a guard walks past the intersection ahead.



Drop into stealth mode and follow closely behind the guard. Even if he changes direction, stay behind him at all times.



When you're close enough, reach out and break the guard's neck by pressing **B**.

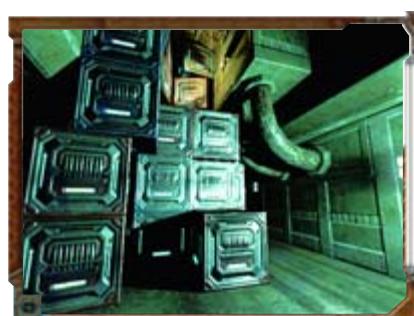


The guard drops a vent tool. Pick it up by pressing **X**. While still in stealth mode, look at the guard's body and press **X**. This allows you to drag the body into the shadows where he's less likely to be found by one of his buddies. Leave the body near the dark doorway where you entered.

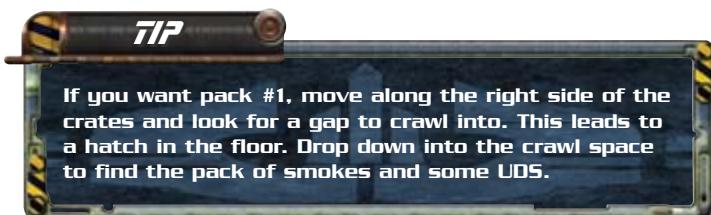
When the guard's body is out of sight, turn right down the next corridor.



In the room ahead, Riddick takes notice of fresh air being pumped through a vent along the ceiling to the right. You have to climb to reach it.



Turn to the left to spot these crates.



Step up to one of the crates and press **X** to climb on top.



Press **X** to climb the next level of crates.

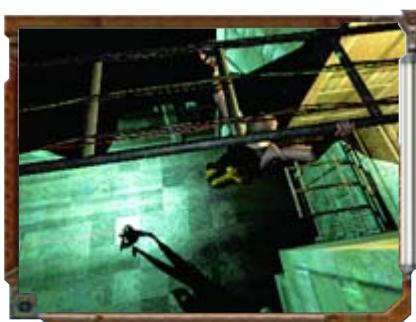


When you're on top the stack of crates, turn around and look up. A hangrail runs across the ceiling directly to the ventilation duct. While looking up, press **X** to grab this railing.



In the room below is a NanoMed Machine. Drop out of the duct and approach this console.

Move forward to make Riddick work his way toward the vent. As you move above the room, another guard enters below. Just keep moving—he won't think to look up.



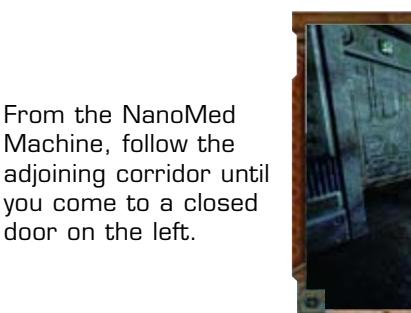
While facing the med station, press **X**. This activates the NanoMed Machine, restoring your health.

TIP

To neutralize the second guard below, drop onto his head. Wait till you're lined up, then press **X** to drop on him. This isn't necessary now, but it's a good technique to practice.



When you reach the vent, press **X** to release the railing above. Press **X** to open the vent. If you didn't pick up the vent tool off the first guard, this won't be possible.



From the NanoMed Machine, follow the adjoining corridor until you come to a closed door on the left.

Crawl through the ductwork until you come to this metal grating. Press **X** to knock it out of your way.



Step into the next room and turn left to spot a guard with his back turned to you. He's armed with a shotgun, but fortunately it's not loaded. Still, you need to disarm him before he smashes your head in with the butt of the weapon.



You won't be able to sneak up on this guard, so step forward until he rushes at you. As he swings at you with his shotgun, simultaneously press **□** and **△** to grab the weapon. It takes perfect timing to pull off this maneuver so don't feel bad if you miss the first time.

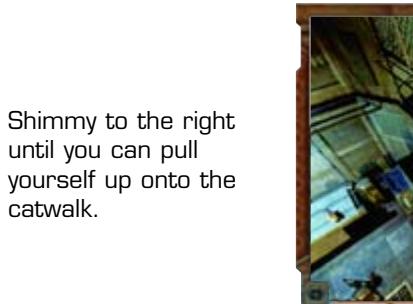


When the guard is down, grab his shotgun by pressing **X**.

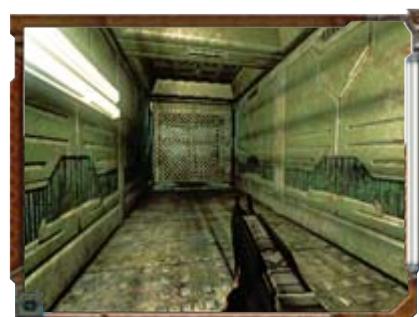
Now turn to the table straight ahead to pick up another pack of smokes (#6).



While facing the catwalk, press **X** to jump up and grab the railing.



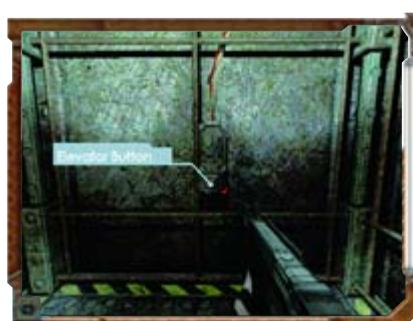
Shimmy to the right until you can pull yourself up onto the catwalk.



When you're on the catwalk, turn left and pass through the first doorway. Rush to the elevator straight ahead.

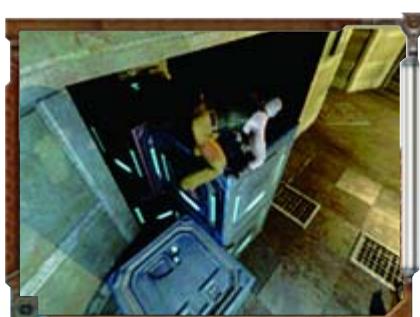


To get out of this room, you need to access the catwalk on the right. Climb up on the crate next to the table.



Inside the elevator, locate this button and press **X** to activate it.

Climb the next stacked crate so you can reach the catwalk's railing.



Ride the elevator to the next floor and race down the corridor toward the closed door.





Stop as the door slides open and scan the area outside. Watch for a guard patrolling to the right.

Fall in behind the guard and sneak up on him while he's stopped. When you get close, press \square to smash the butt of the shotgun into the back of his head. Pick up his shotgun for its ammo.



To cover your tracks, drag the guard's body into the shadows.



Now look for this ladder leading down toward the sewer.



Mount the ladder by pressing \diamond , and descend to the bottom.



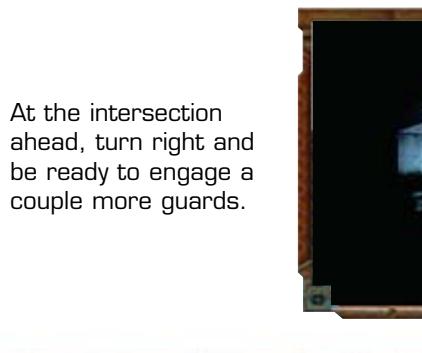
Turn left and locate the locked hatch. Take aim and fire off a shotgun shell to shatter the lock, allowing you to enter the sewer.



Before entering, press \diamond to activate the shotgun's integrated flashlight.



Drop into stealth mode to enter the hatch, and turn right inside the cramped tunnel. Watch for a guard crossing the intersection ahead. Take aim at his head and keep firing until he drops.



At the intersection ahead, turn right and be ready to engage a couple more guards.

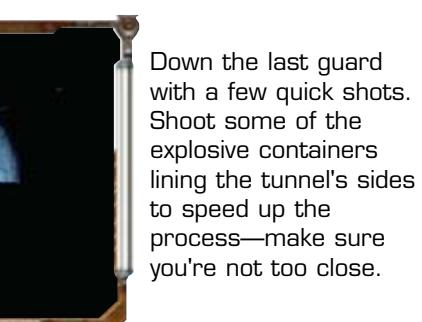


Aim at head level and take down the guards as quickly as possible. If needed, seek cover in the span of tunnel you just traversed and pop out occasionally to open fire.



Follow the tunnel around the corner to the left and keep your sights aimed at the next corner on the right. Creep forward and prepare to open fire on another guard at close range.

Farther down the tunnel, you encounter a guard equipped with an assault rifle. Instead of backing off, race forward and engage him at close range. Otherwise you'll find yourself on the losing side of a firefight.



Down the last guard with a few quick shots. Shoot some of the explosive containers lining the tunnel's sides to speed up the process—make sure you're not too close.



Continue moving down the tunnel and watch for another guard rounding the corner on the left. Surprise him with a few quick barks from your shotgun. At this range, he doesn't stand a chance.



After negotiating the next corner, you can spot daylight just ahead. Race forward to complete your objective. As it turns out, this exercise was just a dream. Escaping the real Butcher Bay won't be as easy.

PRISON AREA



Johns wakes Riddick as the transport lands at Butcher Bay.



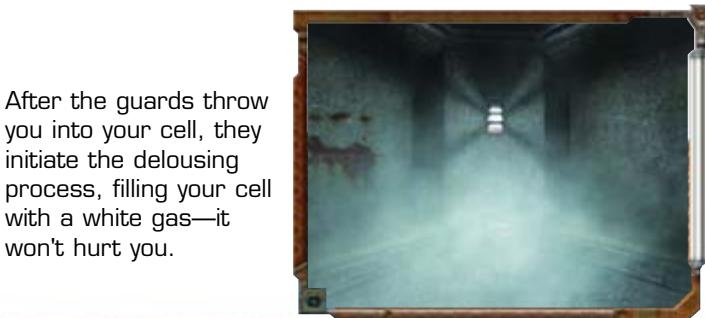
You're greeted outside by the prison's warden as Johns negotiates his payment.



Look around while you're escorted into the prison. Cell block A is your new home.



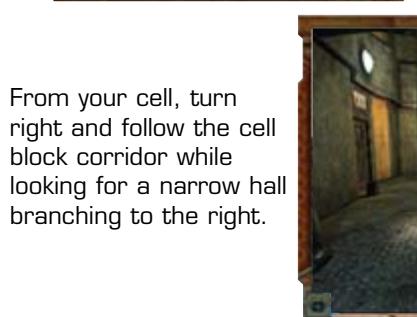
A 34 is your cell number. You'll need to return here.



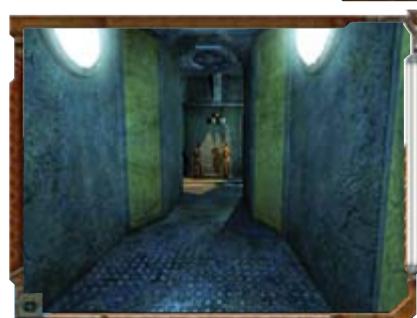
When you have control of Riddick, step to the cell's door and look for an inmate named Barber outside. Approach him and press **X** to talk to him.



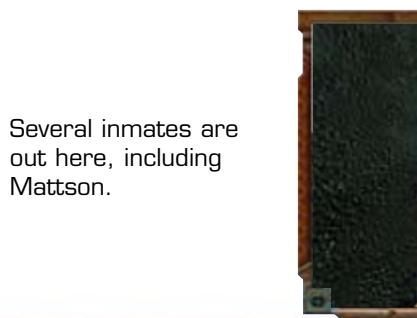
Barber tells you that another inmate, Mattsson, has been talking about you. It's time to pay Mattson a visit. Barber tells you he is in the courtyard.



From your cell, turn right and follow the cell block corridor while looking for a narrow hall branching to the right.



Turn down this hall and follow it to the courtyard.



Several inmates are out here, including Mattson.



Mattsson stands along the left wall. Walk to him and press **X** to converse.



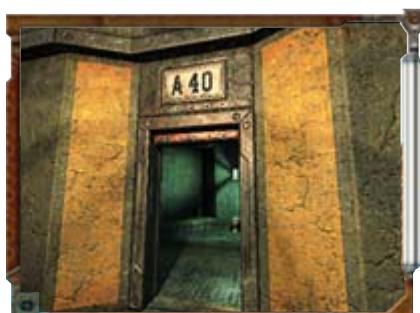
Block and punch until both thugs are in a bloody pool on the cell's floor. It's time to confront Mattsson.



He offers you a shiv, but you have to retrieve it from his bunk in cell A 40.



Go to the courtyard and converse with Mattsson. He tells you Rust forced him to set you up. But he offers to make amends by delivering a shiv to your cell. You decide to let Mattsson live this time.



Exit the courtyard and return to the narrow hall leading into the cell block. Turn right at the end of the hall to locate cell A 40.



While you're in the courtyard, talk to Haley. Formerly a guard at the prison, Haley knows Butcher Bay's secrets, but he won't help you out until you kill Rust.

Step into the cell, but don't turn your back on the doorway. As you approach Mattsson's bunk, two thugs rush in to jump you. Mattsson set you up.



Return to your cell and wait for Mattsson to deliver your shiv.



Press **□** to block incoming punches. Fight one thug at a time. If you start taking punches from multiple directions, you won't survive the fight.



Mattsson comes through, sneaking a shiv into your cell.





Unfortunately, Rust walks in on your transaction.



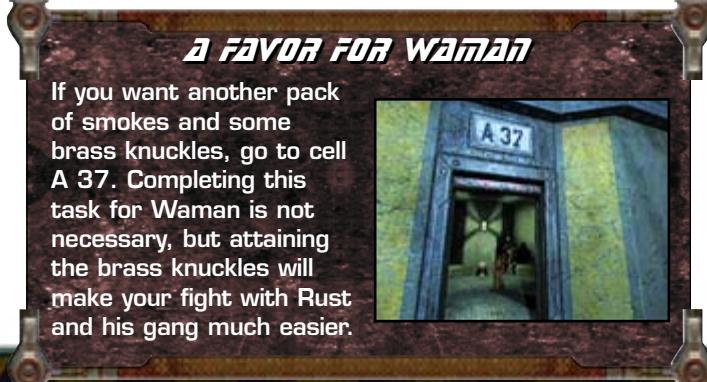
Riddick doesn't like Rust.



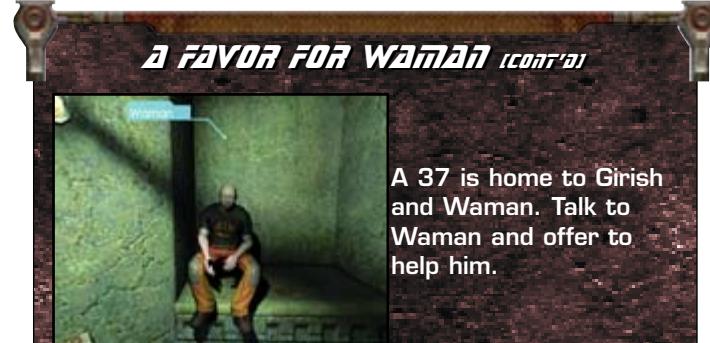
Rust is spared when head prison guard Abbott walks into your cell. Abbott confiscates the shiv and warns you of future infractions.



After the activity in your cell dies down, talk to Barber. He says you're on Rust's hit list and suggests finding a weapon before confronting him.

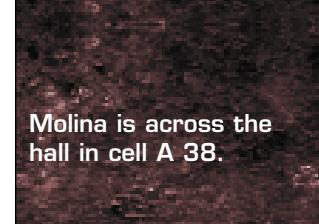


A FAVOR FOR WAMAN
If you want another pack of smokes and some brass knuckles, go to cell A 37. Completing this task for Waman is not necessary, but attaining the brass knuckles will make your fight with Rust and his gang much easier.



A 37 is home to Girish and Waman. Talk to Waman and offer to help him.

Waman wants you to take down Molina.



Molina is across the hall in cell A 38.



Before fighting Molina, talk to him. He offers no useful information, only telling you to check with Haley.



Now you can wail away on Molina until he slumps to the ground. He drops a set of brass knuckles. These will come in handy for your fight against Rust.



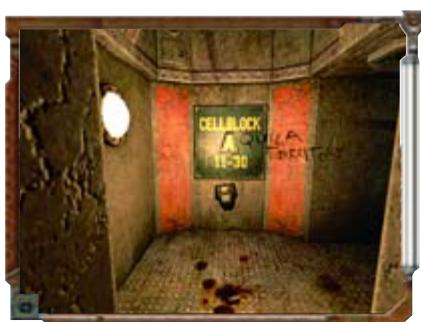
With Molina out of the picture, return to Waman to get your pack of smokes.



When you're ready to take on Rust and the other Aquilas, return to the courtyard.



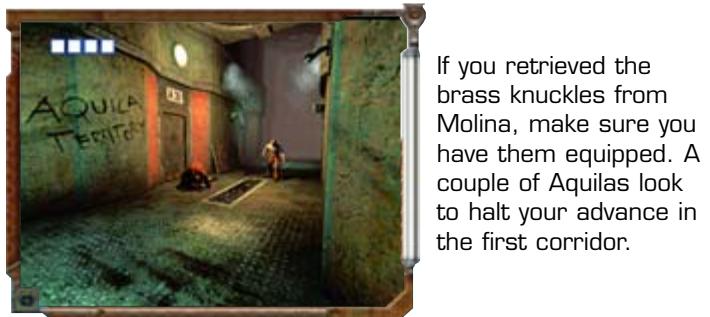
The next thug (with the red stocking cap) is armed with a set of brass knuckles too. Play it safe and wait for an opening to throw your first punch.



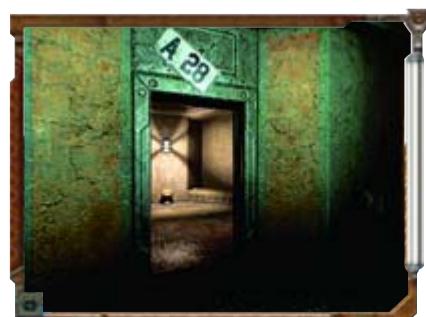
Race across the courtyard to access cells 11-30.



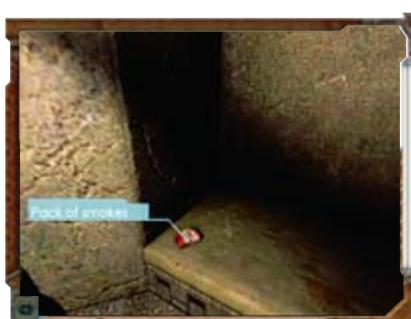
Keep jabbing away at this thug until he falls. He drops some UD money and the brass knuckles.



If you retrieved the brass knuckles from Molina, make sure you have them equipped. A couple of Aquilas look to halt your advance in the first corridor.



In this corridor, turn right to spot cell A 28.



Step inside the cell and pick up this pack of smokes on the bunk.



Throw a series of quick right jabs to down the first Aquila thug.



From A 28, turn left and cautiously approach the next corridor. As you step around the corner, an Aquila kicks a fire extinguisher in your direction. Step back quickly to avoid getting hit.



Step back around the corner and engage the next thug. He's armed with a shiv, so don't try blocking his slashes. Instead, keep your distance and wait for him to attack. After he misses, rush in and wallop him with your brass knuckles.



Your new shiv gives your offense a boost, but you'll still need to block incoming blows and slashes if you want to live through the fight.

This thug drops some UD money and his shiv. Be sure to pick up the shiv and equip it immediately.



When the two thugs are down, advance down the corridor and turn right. Rust is waiting for you in the next area and he's armed with a shiv.



Advance further down the cell block, through the dark corridor on the left. As you approach the next corner on the right, a couple of Aquilas set off a makeshift bomb in the corridor ahead. Keep your distance to avoid taking damage.



Let Rust come to you and be ready to block his slashes. When you see an opening, slash, then block. Keep up this pattern until Rust falls.



Hold your ground and wait for the two thugs to approach you. One is armed with brass knuckles, the other with a shiv. Step back into the narrow entry point to the corridor. This has a funneling effect, allowing you to engage one thug at a time.





With Rust out of the way, you can get help from Haley.

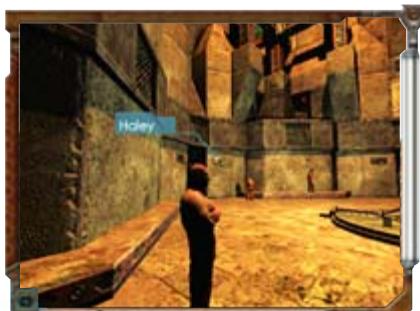


Although you took out his number one snitch, Abbott is impressed by your skill, offering you a promotion. You ignore Abbott's offer; you have no plans of sticking around.

Be sure to stow your weapons before returning to the courtyard. Stay clear of the guards on your way out—they have itchy trigger fingers.



Look for this Blueskin on your way out. He's happy with your clean-up effort and hands you a pack of smokes.



Go to the courtyard and find Haley.

Haley tells you the Pit is a way out. But before you enter the Pit, you need an assault rifle. To get one, you must enter your DNA into the mainframe's database. The quickest way to the mainframe is through the infirmary. You need to talk to Bulder at the cell block's entrance to gain entry to the infirmary—he owes Haley a favor.



Move through the cell block and go to the gate.



Talk to Bulder on the other side.



Bulder will only let you pass if your health is down to one box. If you didn't sustain heavy injuries during your fights, return to cell A 37 and pick a fight with Girish. He will bloody you up.



After Bulder opens the gate, move forward and turn to the left door to enter the infirmary.

THE INFIRMARY



Move through the doorway ahead to enter the infirmary.

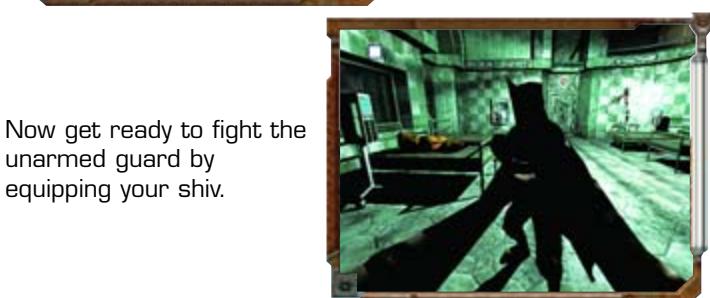
Upon entering, the patrolling guard inside tells you to stay put. Do what he says or he'll knock you senseless with the butt of his assault rifle. An unarmed guard stands on the opposite end of the room. You must get past these guards to escape the infirmary.



Wait until the patrolling guard walks past you, then drop into stealth mode.



Fall in behind the patrolling guard until you're close enough to snap his neck.



Now get ready to fight the unarmed guard by equipping your shiv.

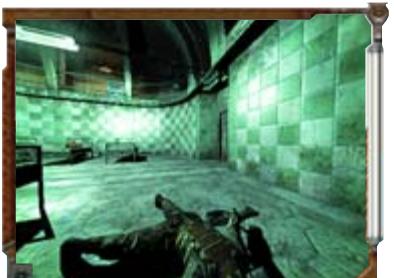


If you're feeling confident, wait until the guard throws a punch and press □ and △ at the same time. If your timing is right, Riddick will intercept the guard's punch and jab the shiv into his neck, bringing the fight to a quick end.



The patrolling guard dropped a key card. Pick it up, but leave the assault rifle unless you want to get a shock. You need to access the mainframe before touching any DNA-encoded weapons.

While in stealth mode, drag the guards' bodies into the dark room on the left. This is not possible unless you have spoken to Shabby in the prison area. You'll need to use Shabby's code to get inside. Inside the dark room are a scalpel and a pack of smokes.



Drop the bodies in the shadows of this room to cover your tracks, then grab the scalpel and pack of smokes (#12) on the exam table.



Return to the infirmary and approach the NanoMed Machine on the wall. Use it to recover from your wounds.



After healing yourself, turn around and use the keypad to unlock the nearby door. Watch out for another unarmed guard rushing out of the dark room.



Step back into the infirmary and block the guard's punches.



Keep blocking and slashing until the guard drops to the floor. Drag his body into the dark room where you stashed the others.



Enter the keypad-locked room and turn left to locate the light switch. Flip the switch by pressing **X**.

When you can see where you're going, turn down the hall on the right.



A health station sits along the wall ahead. Use it to attain one more health box.



After using the health station, return to the hall and turn left to locate this ladder. Climb it to the next level.



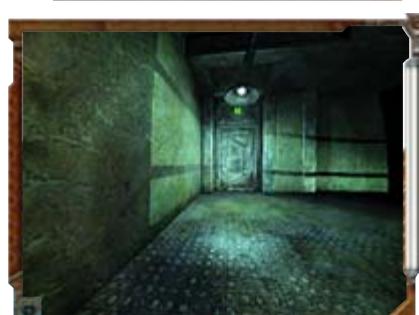
Work your way through the adjoining corridor until you come to this door on the right.



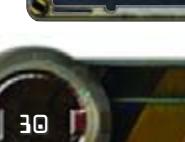
Enter the next room and approach the crate on the right. As you move forward, the door ahead opens and an armed guard enters.



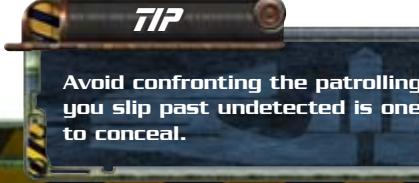
Drop into stealth mode to crouch behind the crate. Wait here until the guard passes.



When the guard passes your position, move toward the door he entered. Stay in stealth mode and keep moving until you make it through the doorway.



TIP
In addition to healing, health stations give Riddick one more health box. These devices are rare, so take advantage of them when you find them.



TIP
Avoid confronting the patrolling guards. Each guard you slip past undetected is one less body you have to conceal.



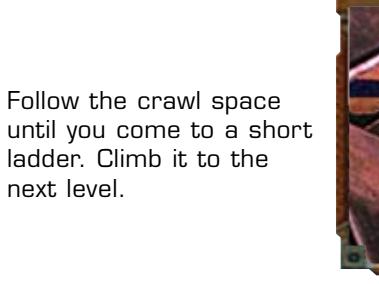
In the next room look for this small hatch along the right wall. The hatch opens automatically as you approach it. Enter the tight crawl space.



When it's clear, make a break for this crawl space on the right.



When you come to this opening, stop and observe the pattern of light in the room ahead. A guard with a flashlight patrols the elevated landing to the right.

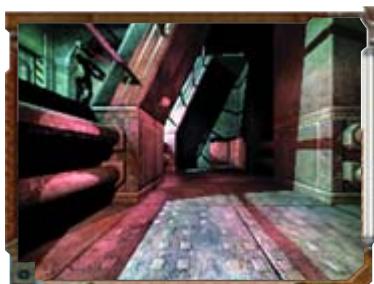


Follow the crawl space until you come to a short ladder. Climb it to the next level.

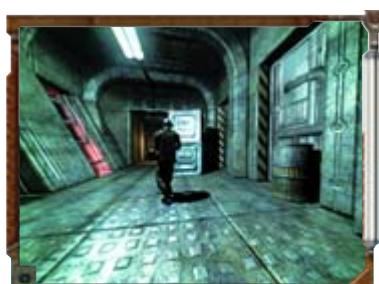
Wait until the guard moves away, then make a break for this bulkhead below the elevated walkway. The guard can't spot you here.



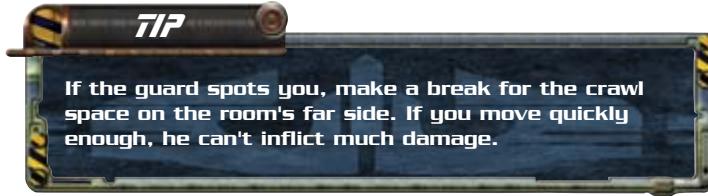
Advance through the short corridor until you come to a door. This opens on the platform where the guard is patrolling.



Watch the guard above. As he walks away from you, rush to the next bulkhead on the left.



Stay in stealth mode. Rush up behind the guard while his back is still turned.



Hold here until the guard turns his back on your position.



When you're close enough, reach out and break the guard's neck.



Drag his body behind the crates on the right.



Move onto the walkway where the guard was patrolling and enter the dark area on the right. A door automatically opens, giving you a view of a catwalk. Not only is a guard standing on this catwalk, but a spotlight is scanning it also.



Monitor the movement of the spotlight and wait until it pans away from your position. While in stealth mode, rush up behind the guard and snap his neck.



Look down at the guard's body and grab this key card.



Drag the guard's body to the dark doorway where you entered. Move before the spotlight pans to this area.



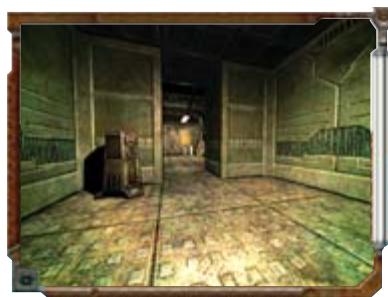
Drop the body inside this doorway and wait for the spotlight to pan away.



When the catwalk is dark, rush forward to reach the opposite side.



Use this keypad to unlock the door at the catwalk's end and step through the doorway before the spotlight returns.



In the next room, turn left and scan down the next hall. A guard patrols this area.



Go to this corner on the right and wait until the guard passes.



After he passes, slip past the guard and approach the door on this corridor's far left side.



The mainframe room is ahead.

mainframe



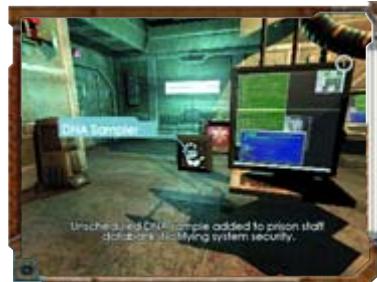
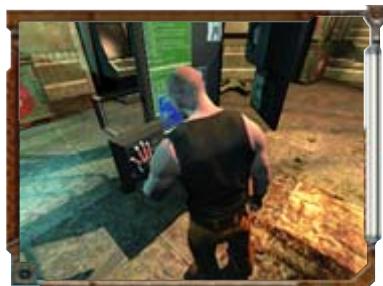
The mainframe room is through the door ahead.

Pass through the doorway to access a catwalk running above the mainframe room. A technician is working below, but he won't notice you as long as you remain quiet.



When you're close enough to the technician, reach out and snap his neck. Now you can access the mainframe.

Stand and walk to this terminal. Press **X** to enter your DNA into the mainframe. This allows you to use DNA-encoded weapons like the assault rifle sitting in the corner.



Unfortunately, your unscheduled databank access sets off a security alert. You'll have to fight your way out.

Walk to the far side of the catwalk, then hop over the railing to access this narrow ledge running along the wall. To prevent exaggerated movements, switch into stealth mode.



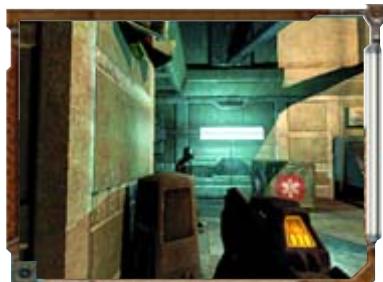
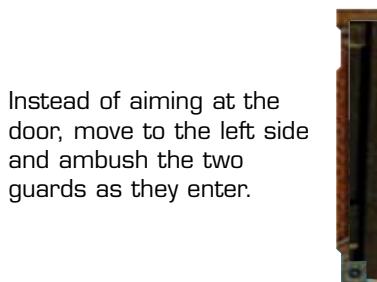
Creep along the ledge until you're above these stacked crates.



Rush to the corner on the right and grab this assault rifle. A couple of guards will be entering through the door on the left.

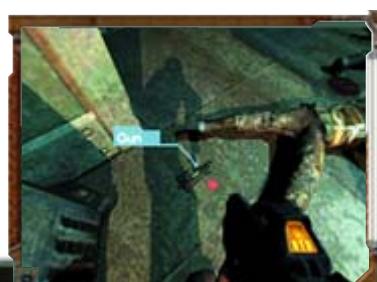


Step forward until you drop off the ledge. Landing on these crates allows you to access the floor without taking damage. Study the patrol patterns of the technician.



Instead of aiming at the door, move to the left side and ambush the two guards as they enter.

When the technician walks away from your position, drop from the crates and follow him.



One of them drops a pistol. Grab it to diversify your arsenal.



Creep toward the door and be ready to open fire. Three guards are waiting to gun you down. Aim toward the back far wall and fire on an explosive tank. The resulting explosion should deal some serious damage.



Fire until all three guards are down for good.



After the grenade goes off, return to this corridor. The door ahead is sealed, but the hole in the wall on the right provides a new exit point.



To the left of the hole in the wall is a NanoMed Machine. Use it before moving on.



When all three guards are down, rush over to their bodies to stock up on ammo. If needed, activate the assault rifle's flashlight to locate all the goodies.



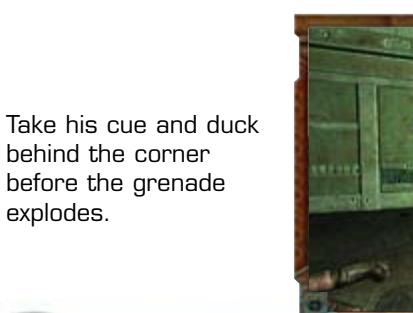
You have to clear two chunks of debris before moving through the hole in the wall. Press **X** to clear the left piece first.



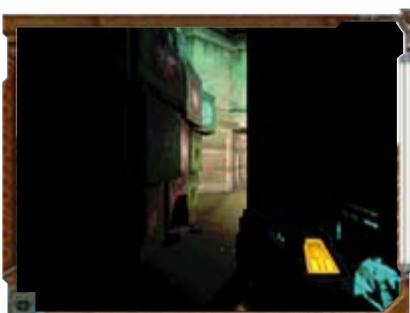
Turn right down the next corridor, but stop when you see this guard appear in the doorway ahead. He tosses a grenade in your direction before retreating.



When you dislodge the piece on the right, it falls toward you, so step back. Otherwise, you'll take some light damage.



Take his cue and duck behind the corner before the grenade explodes.



Now you can step through the hole. Inside the next room, step to the left to peek around these crates. Wait for a guard to show and gun him down.



Pick up the guard's shotgun.



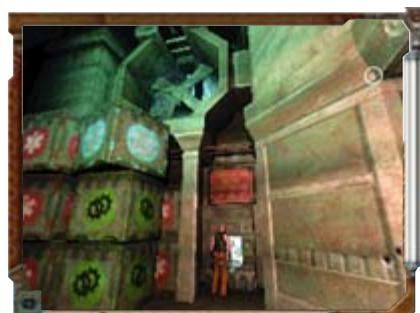
At the top, turn right. Jump across this gap to reach the fan.

Search the left wall for this service panel. Press **X** to access it.



When you make it to the fan, drop into stealth mode and scurry between the blades to reach a crawl space.

This shuts down a ventilation fan on the wall above, providing you with an exit.



Stay in stealth mode and turn left. Move slowly and stay along the right side. Two guards are patrolling the corridor below. If they spot you, they'll open fire, causing the grating to collapse.

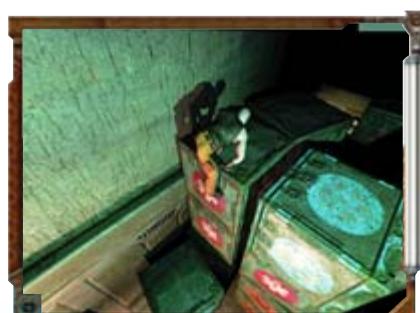


From the service panel, turn around and locate these stacked crates.

Take a position along this opening on the right and aim at the guards below. Wait until they're both in view. Go for head shots to quickly take them out.



Climb to the top of the crates.



When both guards are down, drop to the floor and grab their gear.

Continue down the corridor, but stop before reaching the intersection. Hold here and wait for another guard to wander into your sights. Drop him with a quick head shot.

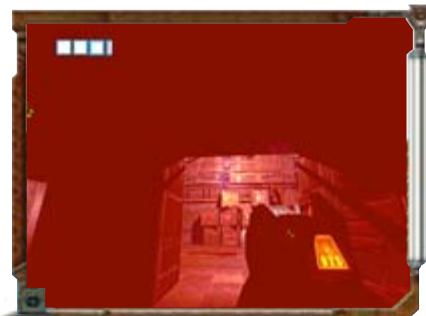
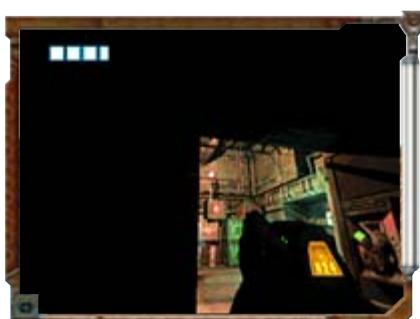


Turn right to spot a NanoMed Machine on the opposite wall, but don't rush toward it yet. It's a trap! Instead, shoot out the light next to it.



Creep forward and peek into this storage room on the left. Two guards are on the catwalk above, waiting to ambush you.

Sidestep to the right to get an open shot of this guard. Do not expose yourself to the second guard yet. Aim at shoulder level and fire short bursts until the guard drops.



With the first guard down, sidestep to the right to engage the second guard. Don't worry about taking damage—you can heal at the NanoMed Machine when the fight is over.



After the second guard is down, turn to the NanoMed Machine and heal.

NOTE

If you want the ammo from the guards on the catwalk, you have to climb up on the crates to reach their bodies. You can also find pack #13 on this catwalk.



Turn to this dark passage on the room's left side. Activate the assault rifle's flashlight to illuminate the area.



As you move into the area, a guard rolls out from behind the crate on the right and fires on you with his shotgun. Keep your distance and mow him down. If needed, backtrack to the NanoMed Machine and heal.



Locate this service hatch. Press **X** to open it.



Drop into stealth mode to crawl through the hatch, then stand up inside the dark tunnel. Turn to the right to locate a valve along the left side.

Turn the valve to halt the release of the green poisonous gas filling the tunnel.



Take a position along a crate to the right and wait for a guard to move toward you. He has his flashlight turned on, making him an easy target. Blast him before he can spot you.



When the gas clears, creep forward. When you hear the clanking sound of an incoming grenade, back up before it explodes. A couple of guards are waiting for you at the end of the tunnel.

Step around the crate and move forward, hugging the right side of the room.



Move forward again until you can make out the guards' silhouettes. Go for head shots to avoid a prolonged firefight.

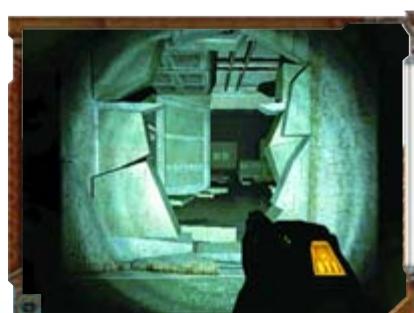


Hold here and keep an eye on the guard's body. Another guard enters from the right, walking right past you. While he inspects the body of his fallen comrade, exit the room.



When both guards are down, collect ammo from their weapons.

Turn right in the next area to spot a NanoMed Machine on the opposite wall. If needed, use it.



Turn right to spot this hole in the wall. Step through and deactivate the assault rifle's flashlight.



From the NanoMed Machine, turn right to enter this open doorway. Reload your assault rifle (press the B button).

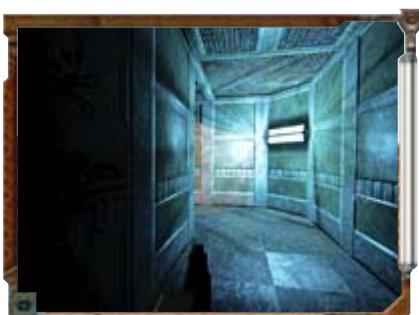


As you step inside this large room, you hear voices whispering—the sign of an impending ambush. You must find some cover fast to avoid falling prey to the four guards in here.

Turn right and mow down this guard while moving to the covered alcove in the corner.



This darkened alcove provides cover from the remaining guards on the room's opposite side.

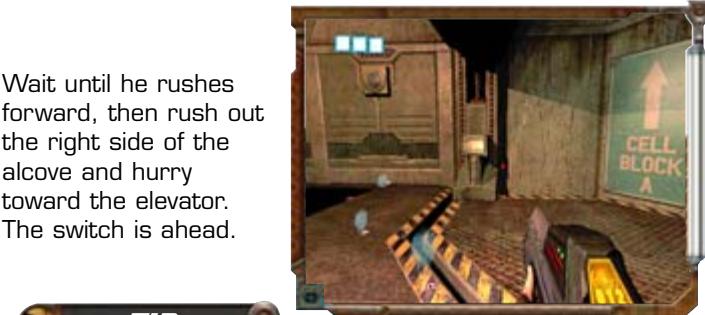


Peek out the right side of the alcove to engage a couple of guards gathered around this crate. Fire until they're both down.

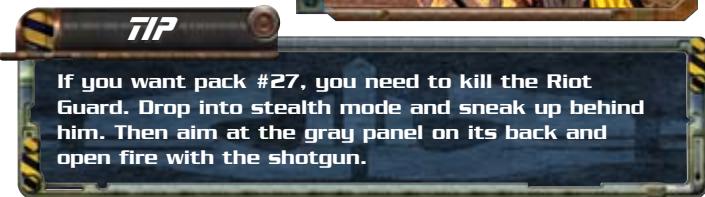
Step to the right and aim along the room's left side to spot the guard hiding behind these stacked crates. His flashlight is turned on, making him easy to track.



When the third guard is down, the elevator on the room's opposite side lowers and releases a Riot Guard. It can be killed by shooting it in the back. Or, you can evade him instead. Peek around the alcove's left side to draw his attention.



Wait until he rushes forward, then rush out the right side of the alcove and hurry toward the elevator. The switch is ahead.



TIP

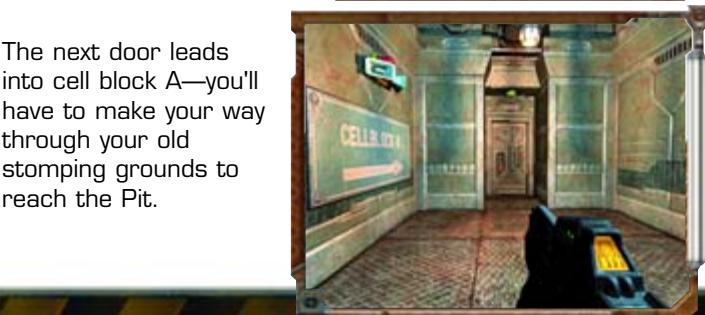
If you want pack #27, you need to kill the Riot Guard. Drop into stealth mode and sneak up behind him. Then aim at the gray panel on its back and open fire with the shotgun.



Throw the elevator switch to make your escape.



When the elevator stops, step out and move through this door.



The next door leads into cell block A—you'll have to make your way through your old stomping grounds to reach the Pit.

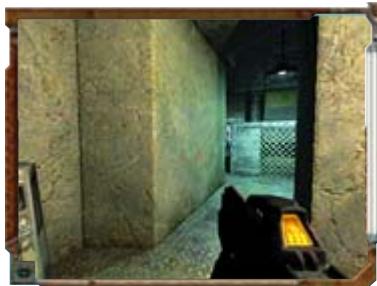
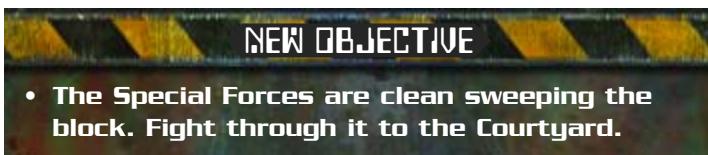
RIOT



Move through the door ahead to access a service entrance to cell block A.



Switch off the flashlight and cautiously descend the steps. Drop into stealth mode and peek out into the cell block.



Ignore the staircase leading down for now. Instead, go straight and turn right down the next path.



Locate the two guards near the cell block's main gate and gun them down.

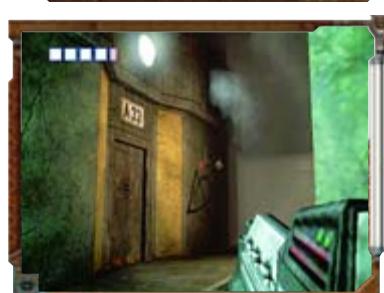


Stay put and look for the security turret next to the gate. Zoom in on the turret and fire a round to take it out.

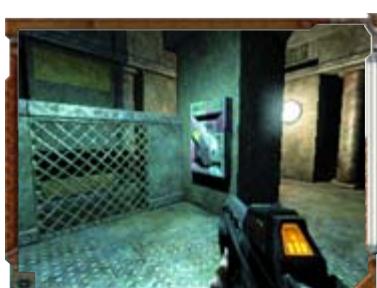
Locate this valve and turn it to open the gate leading into the cell block.



Creep toward the doorway ahead, and turn down the corridor to the right. Another security turret is mounted on the left wall. Blast it before it opens fire.



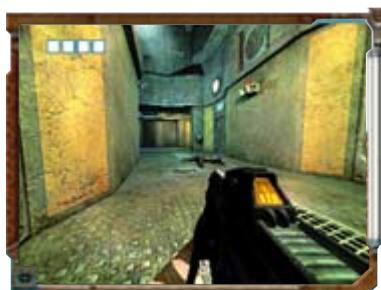
Turn around to spot the NanoMed Machine. Use it before making your way downstairs.



Return to the staircase and turn on your flashlight. An inmate attempting to escape is gunned down on the landing below.



Remain in stealth mode and approach the guards' bodies next to the cell block's main entrance and collect their ammo.



Turn and head in the opposite direction toward the Courtyard. Watch for another guard rushing forward. Blast him before he spots you.

Move up along the left wall while aiming at the right side of the corridor.

Another security turret is mounted in this opposite corner. Open fire when it comes into view.



Hold at the corner where you took out the security turret. This shadowy area allows you to stay out of sight. Watch as a guard walks past you.



TIP

Shoot out the lights in the cell block to give yourself more shadowy areas in which to hide.

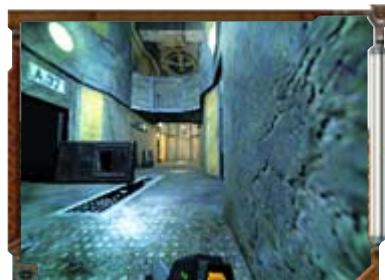


As the guard approaches the body of his fallen comrade, shoot him in the back of the head.

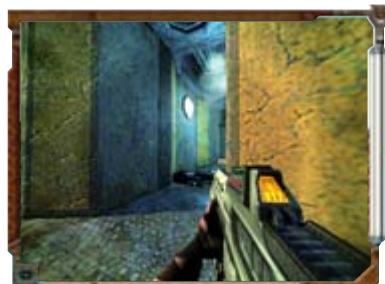
Now turn around and look for another guard standing in the next hallway. Wait for him to stop moving, then down him with a head shot.



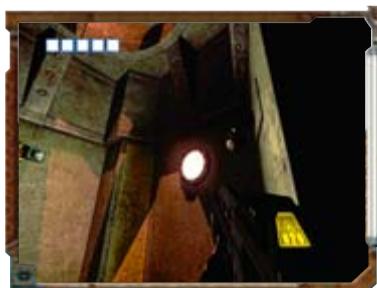
You can pick up a nano med cartridge off the guard who passed you earlier.



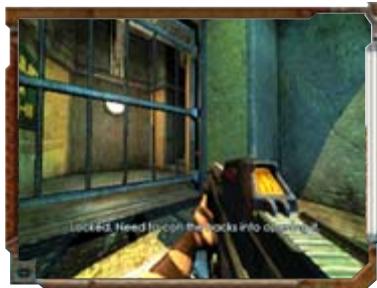
Go to the Courtyard, staying along the corridor's left side. Take out the security turret mounted on the right.



When you reach the hall leading to the Courtyard, sidestep left to gun down another guard covering this path.



Before rushing toward the Courtyard, creep along this narrow hall's left side. Blast another security turret mounted on the wall to the right, opposite the gate blocking the path to the Courtyard.



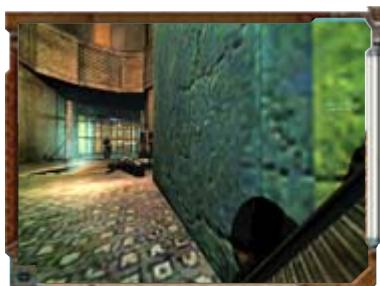
Unfortunately, this gate locks down the Courtyard. You have to find a way to convince the guards to open it.



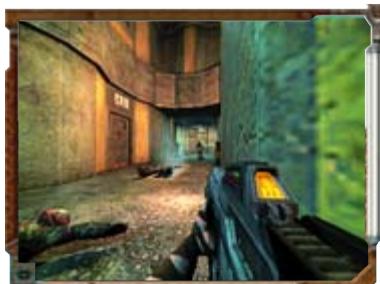
Stay in stealth mode and move back toward the cell block's main entrance. Watch out for another guard standing at the end of this hallway. Line up your sights on his head and fire to drop him.



Cautiously approach the next corner, but be ready to step back when an explosion rocks the corridor.



Return to the corner and peek out to the left to spot a couple of guards at the cell block's main gate.



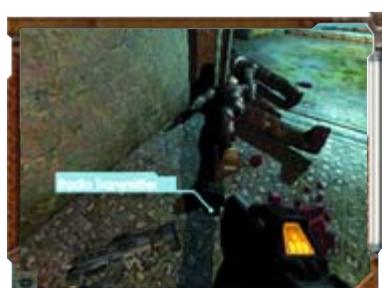
Wait for the gate to open before opening fire on them.



Make sure they're both down before moving forward to search their bodies.



One of these guards drops a radio transmitter. Pick it up to relay a phony message.



Your ploy worked! The Courtyard gate is open. But be ready to encounter another guard approaching from the same direction.



Make your way back to this dark corner again and engage the guard as he moves into view.



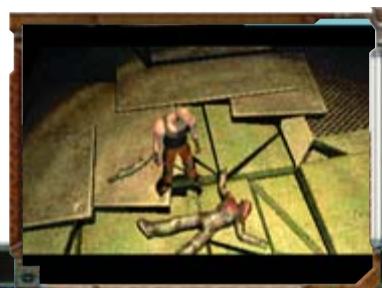
In the corridor leading to the Courtyard, an inmate pleads with you to put him out of his misery. Pump a few rounds into him to end his pain.



Turn toward the Courtyard to make your escape.



One more guard in the Courtyard waits to ambush Riddick.



But Riddick tackles him and uses the guard's body as a landing cushion on his way down to the Pit.

TIP

If you're low on health, return to the NanoMed Machine at the level's start. If the station is inoperable, use the nano med cartridge you picked up earlier to recharge it before healing.

THE PIT

NEW OBJECTIVE

- Get Out of the Pit.



The Pit is inhabited by human-like creatures called dwellers. If you want to survive, you have to move quickly and decisively. Wandering around results in a painful death as the dwellers tear you apart. To make things worse, the flashlight on the shotgun was damaged during the fall. You only have six minutes before the battery dies. Time to move out!

the shot gun was damaged during the fall. You only have six minutes before the battery dies. Time to move out!

After dropping through the hole, start moving down the corridor.



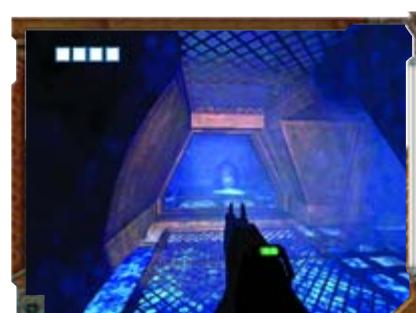
By the time you reach the corner, the dwellers will be aware of you. Just keep moving and follow the corridor to the right.



Begin by turning to the doorway on the left. Work your way through the adjoining twisting corridor.



Ignore the passages branching to the right. Move toward this leaking barrel at the end of the T-intersection.



When you spot the hole in the floor, rush forward and drop through it.



At the T-intersection, turn left. Make your way to the end of this passage and follow it to the left.



NEW OBJECTIVE

- Something else besides dwellers seems to be down here. Get through the door with the valve lock.

Straight ahead is a locked gate. Lying next to the gate is a valve wheel. Grab the valve wheel quickly and turn around.



Turn right at the T-intersection, then make an immediate left to rush up these steps.

At the top of the steps, turn to this doorway and target the barrels straight ahead. The resulting explosion takes out any dwellers lying in wait.



Pass through the doorway and turn left. Keep moving forward while blasting dwellers.

TIP

Remember, the shotgun is most effective at close range. To make each shot count, wait until the dwellers are within a few feet of you before firing. If you're lucky, you can take out two with one blast. Watch your ammo and reload frequently.



Quickly work your way back to the T-intersection, blowing away dwellers while on the move.

TIP

Turn around every once in a while to eliminate any dwellers chasing you. Just make sure you don't lose your bearings. This is no place to get lost!



Ignore the passage on your left and keep moving forward until this path comes to a dead end.



When the passage ends, turn left to spot this open gateway.

Rush down the path until you reach a closed gate. Blast the dweller on the other side and turn toward the broken gate control on the right side.



Race down the now-open walkway and watch for more dwellers.



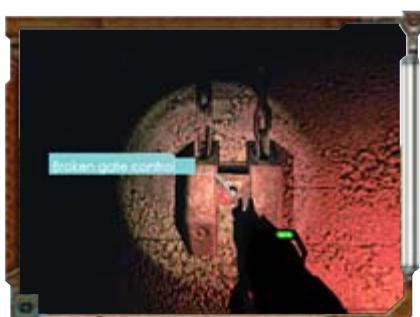
You're sure to find more dwellers in the next passage through the doorway ahead. Hold at the doorway and eliminate the dwellers before entering and turning left.



Watch for another dweller at the end of this corridor near this barrel. The doorway marked with a flare is the exit you're looking for.



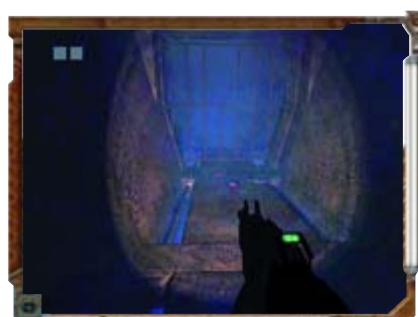
Make sure no dwellers are in the area, then turn toward the gate control and press **X** to insert the valve wheel.



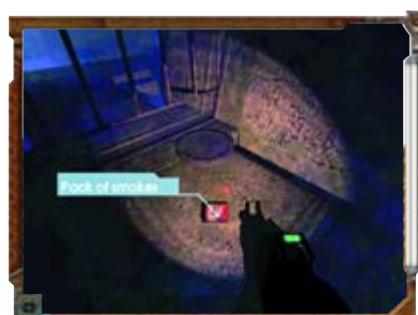
Before exiting, turn down this dead-end alcove on the left and scan the ground.



With the valve wheel in place, press **X** again to open the gate.



Grab pack #15.





Now turn toward the doorway marked with a flare and race toward it.



Joe offers more insight while leading you toward his Den.

Wind through the adjoining corridor until a new level loads.



When you reach Joe's Den, talk to him. He offers to help you if you retrieve the Voicebox from somewhere below, among the dwellers. To help, he gives you shotgun shells and offers you flares.



— POPE JOE'S DEN —



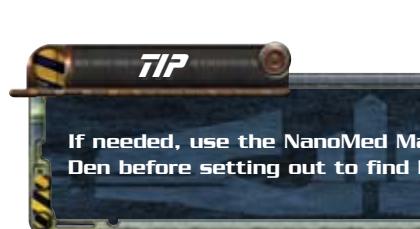
Move through the winding corridor until you spot a portly man ahead. Don't shoot! This is Pope Joe.



The flares are located in this corner. Grab a few before leaving.



Joe offers to give you a hand, so follow him into this elevator.



TIP
If needed, use the NanoMed Machine in Pope Joe's Den before setting out to find his Voicebox.



After stocking up on health and ammo, return to the elevator.



Listen to what Joe has to say while riding the elevator up.



Push the elevator switch and ride it down. No dwellers are in the immediate area, but be on guard.



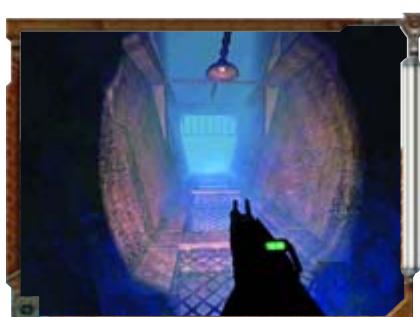
Now approach the doorway and open fire on any survivors—there are a few.



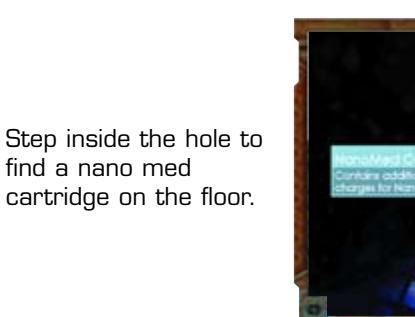
At the bottom, exit the elevator and turn down the corridor to the left.



When it's clear, enter the room and turn right to locate this hole in the wall.



Keep pushing forward along this walkway. You shouldn't encounter any dwellers yet.



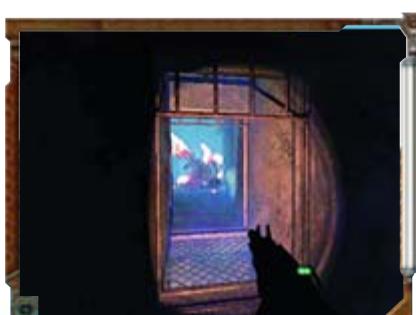
Step inside the hole to find a nano med cartridge on the floor.



At the end of the corridor, turn right and aim into the open doorway. Several dwellers are inside the room.



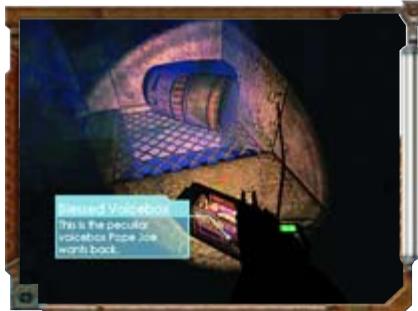
A pack of smokes (#16) is also nearby.



Instead of picking off one dweller at a time, blast the explosive barrels on the right side of the room. This eliminates most of the dwellers.



After you collect the items, step out of the hole in the wall and turn toward the doorway ahead.



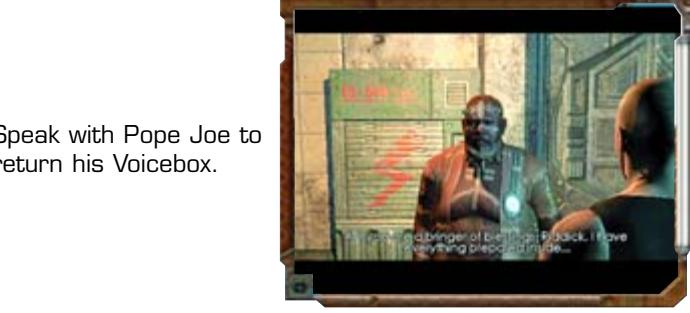
Move into this small room and scan the right side to find Pope Joe's Voicebox. It turns out to be nothing more than a small radio.



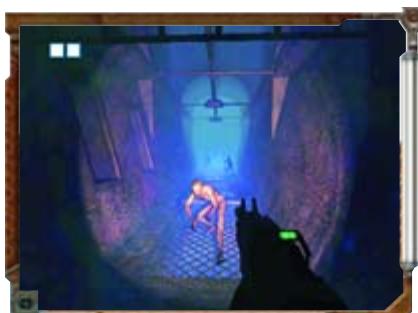
After the elevator reaches the top, make your way along the narrow walkway back to Pope Joe's Den.



As soon as you pick up the Voicebox, a new wave of dwellers is unleashed, and they are heading straight for you. Turn around and make your way toward the exit, blasting any dwellers you encounter.



Speak with Pope Joe to return his Voicebox.



Be prepared for a large crowd of dwellers blocking the corridor leading back to the elevator. Keep moving and kill them at close range.



In return, Pope Joe stitches up Riddick's wounds.

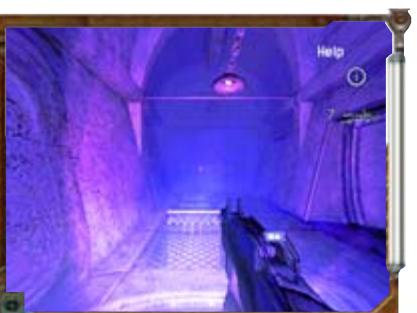
Race toward the elevator without slowing down. More dwellers are bound to be chasing you.



At this point, Riddick's eyes are altered, giving him the Eyeshine ability to see in total darkness—a skill that will come in handy during your escape.



Run inside the elevator and push the button on the right.



Pope Joe shows Riddick a tunnel used to access the surface. You need to use your new ability to navigate the dark tunnel. Click the right thumbstick to make Riddick's eyes shine.

DARK TUNNELS



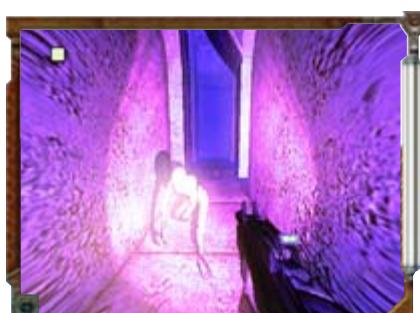
Move down the corridor and turn right to scan the doorway. Blast any dwellers that approach.



Turn left again and head down the narrow walkway. A couple more dwellers are waiting in this area.



Step into the doorway and move forward. Listen and watch for more dwellers, particularly along the alcoves to the left and right.



Keep moving forward between these high concrete walls. Look for a short passage on the left and take it.

After the dwellers are down, turn to the alcove on the left and search the floor for this pack of smokes (#28).



Exit the alcove and search for the ladder on the opposite wall.



Climb the ladder all the way to the top.



The ladder leads into a shower room located near the guard quarters. Congratulations, you've made it out of the prison...but you're not free yet.



SHOWERS

NEW OBJECTIVE

- Get to the Spaceport Hangar



This shower area is well lit and patrolled by guards. You'll need to cut the lights to get the upper hand. Drop into stealth mode before moving out—you can't afford to give the guards a heads-up. Turn around and move toward the hall.



Stick to the shadows and stow your shotgun.



TIP
The restroom stall on the left contains a guard. If you hit the light switch outside the stall, he'll step outside to investigate. However, as long as you don't make too much noise, you can avoid this guard.



Pause in this shadow and watch the room ahead. This is the locker room, which is patrolled by a couple of guards.



When the guards are out of sight, creep to the wall next to the locker room's entrance and flip the light switch.

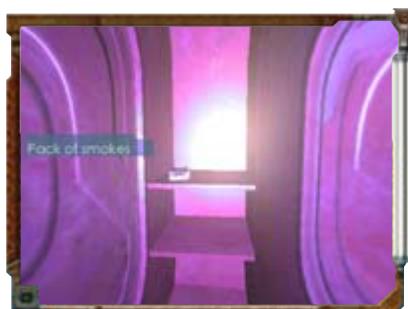


Back up into a corner and wait for one of the guards to walk to the switch. When his back is turned, sneak up behind him and break his neck. If he turned the lights on, flip the switch again to keep the locker room dark.

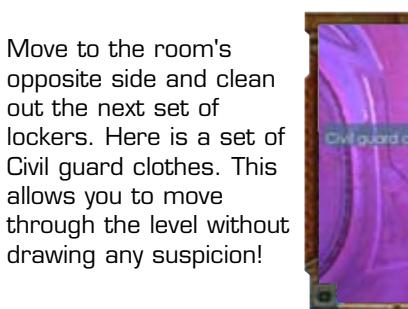
Enter the locker room and stalk the last guard. If it's the guard with the assault rifle, stay behind him to avoid walking in front of his flashlight. When you're close enough, snap his neck and grab the UDs he drops.



NOTE
If the guard with the pistol spots you, he'll run for the back of the room and alert more guards.



Turn to the lockers along the room's left side and search them for goodies. You'll find UDs as well as a pack of smokes (#29).



Move to the room's opposite side and clean out the next set of lockers. Here is a set of Civil guard clothes. This allows you to move through the level without drawing any suspicion!



Dressed in your new uniform, exit the locker room through this passage at the back of the room.



Walk into the adjacent hall and turn right. Don't worry; the guard patrolling this hall won't shoot! If you need to heal yourself, there's a NanoMed Machine at this hall's end.



Turn left to enter this room watched by one stationary guard. Move along the room's left side.



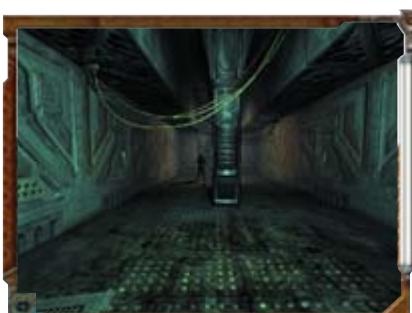
Advance through the duct, climbing this ladder, and kick out the grating when you reach the end.



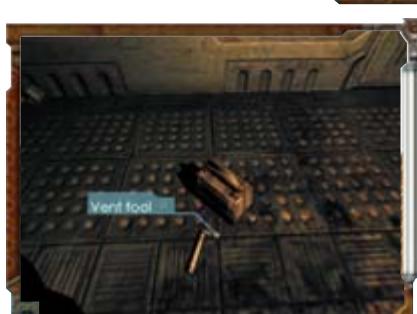
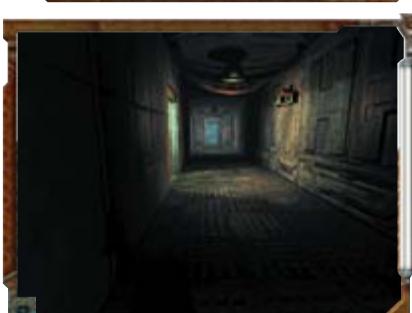
At the back of the room, hop over this railing to drop to the floor.



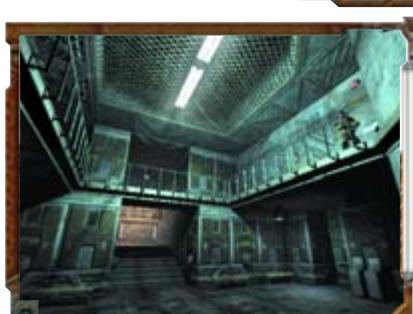
Drop out of the duct to return to the room containing the stationary guard.



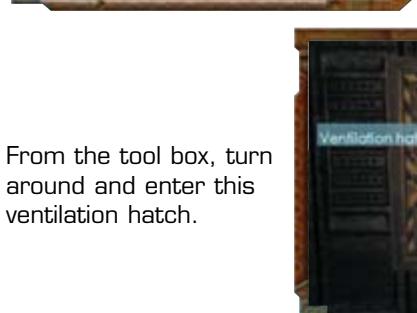
Return to the hall and take a right.



Search the floor for this tool box. Next to it is a vent tool. This will come in handy later.



Follow the corridor into this recreation area and take the passage on the room's right side. There's no need to check out the upper level—you won't find anything of use.



From the tool box, turn around and enter this ventilation hatch.



Follow the corridor to this room where two guards are playing a prank on a colleague stuck in the elevator. Ignore them and continue through the next passage on the right.





A couple of guards watch the next area.



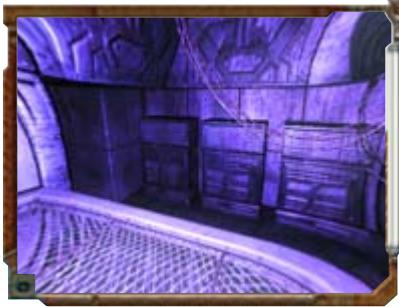
Go to the passage on the room's opposite side. Another NanoMed Machine is mounted on a left wall.



The next corridor leads to the armory, defended by one guard. You'll want to get inside, but there's a special way. Follow the next passage to the right.



You come to a door leading to the Spaceport Hangar. A drowsy guard (Youngvalley) sitting on a bench watches this door. But a more alert guard (Hynkel) patrols this area and the corridor leading to the armory.

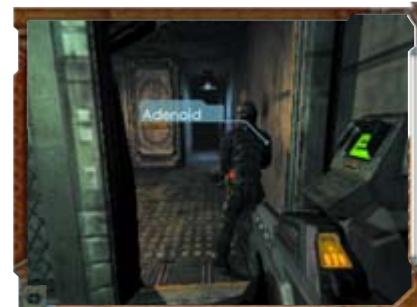
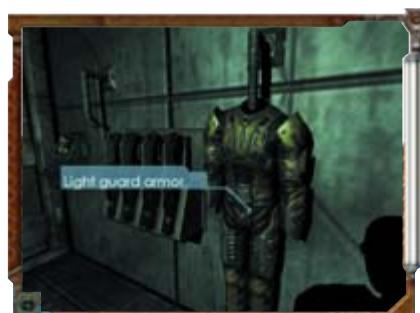


Wait until both guards are looking away, then turn around and hop over this railing to drop into the maintenance area.

Turn left and locate the ventilation hatch ahead. Use your new vent tool to open it and crawl inside the duct.



Follow the duct to a grating and drop to the floor. You're in the armory. Grab the Light guard armor, an assault rifle, and the pack of smokes (#30) inside. Don't worry about stowing your assault rifle—you're a guard now!



When you're stocked up on gear, exit the armory through the keypad-locked door and walk past the guard standing in front of the doorway.



Return to the Spaceport door and watch Youngvalley and Hynkel. Wait until Hynkel returns to the armory before approaching the retinal scanner next to the door. Youngvalley poses no threat.



When Hynkel is out of sight, use the retinal scanner. Unfortunately, your eyes won't gain you entry into the Spaceport.

NEW OBJECTIVE

- The retinal scanner by the Spaceport Hangar's gate requires a high-ranking officer's eyes. It's time to find where Abbott lives.

Your unsuccessful use of the retinal scanner sounds an alarm. Back away from the door and crouch in this dark corner as another guard rushes toward the door. If you're in the shadow, he'll run right past you.



Creep toward the hall on the right and approach this door at the walkway's end.



Before moving out, peek toward the Spaceport door and make sure the guard's back is turned.



Pass through the doorway and turn left to climb this set of steps leading into the Guard Quarters.

GUARD QUARTERS

NEW OBJECTIVE

- You are now in the guards' quarters. Abbott lives somewhere around here. Find his place.



Step through the doorway ahead to enter the guard quarters. Dressed in your light guard armor, you can negotiate the halls without drawing suspicion. If you have the assault rifle equipped, keep your finger away from the trigger—this isn't the place for a firefight!



Turn right and walk into this promenade. Several guards wander around the area, so don't provoke them. However, you can speak with them to get info.

Find Jenkins and speak with him. He's depressed over some personal matter and hands you a booze bottle.



Turn toward Yu, the shopkeeper behind the caged counter. Ask him about Abbott.



Yu has a package for Abbott containing a new rifle. Offer to deliver it for him. Yu also has a few other items for sale, including pack #33.

YU'S SHOP	
ITEM	PRICE
Pack of Smokes (#33)	5 UDs
Assault Rifle Ammo	20 UDs
Shotgun Shells	20 UDs
Combat Knife	50 UDs
Light Guard Uniform	130 UDs



From Yu's shop, turn left and enter this doorway ahead. Here is an elevator watched by a guard.



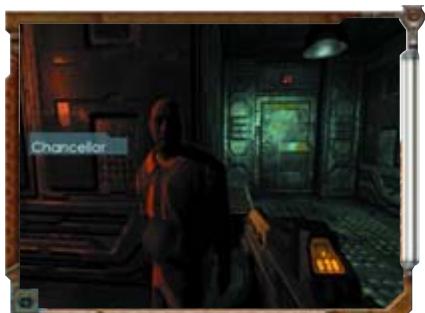
Enter the elevator and push this button to activate it.



Ride the elevator to the next floor, then step out and take a right to pass through a sliding door.



Follow the adjoining hall down these steps, and pass the grumpy guard.



In this dead-end area is Chancellor.



Turn left at the bottom of the steps and enter the next door to access this catwalk running above the promenade. Enter the door at the catwalk's end.



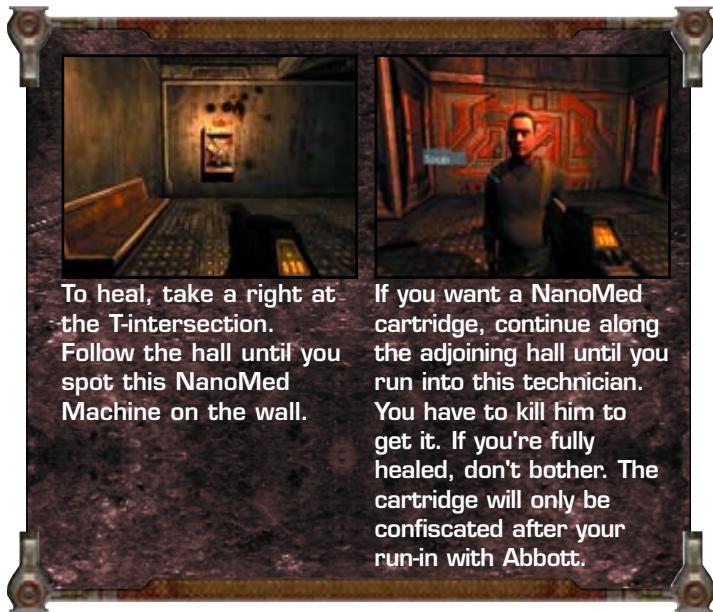
He offers you 50 UDs for the bottle of booze you received from Jenkins. Take him up on his offer. He'll also throw in pack #31.



Walk past these guard quarters lining this corridor. Push the doorbells and listen to the varied responses. At the T-intersection ahead, take a left.



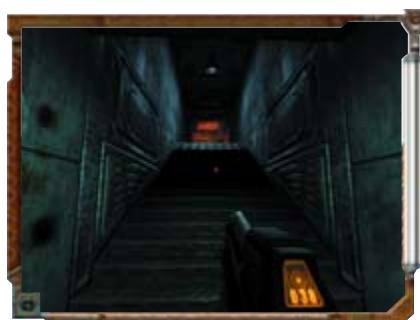
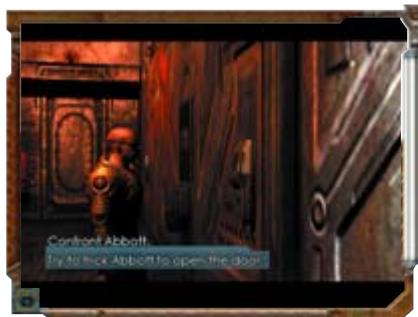
Return to the room with the elevator and enter the door on the opposite side.



Advance past these two guards as they talk about the prison staff's drinking problems.



Approach Abbott's door and press the doorbell.



NOTE

If you didn't get the rifle package from Yu, it is in front of Abbott's door.



Abbott's glad to hear his new rifle has arrived and buzzes you in. Make sure your assault rifle has a fresh clip loaded and step into the entryway to Abbott's apartment.

ABBOTT



Your disguise doesn't fool Abbott, provoking him to attack on first sight.

Step to the apartment's left side and take cover behind this crate. Peek out to the right to keep tabs on Abbott's position.



While using the crate for cover, zoom in on the fire extinguisher located at the room's far end. Wait until Abbott is near the fire extinguisher, then fire a round into it. The explosion won't kill Abbott, but it will injure him.



If you have a hard time targeting Abbott, strafe to the right side of the apartment and use this counter as cover.



Be patient and keep up the attack. Aim for his head to bring the firefight to a quick end.





After Abbott falls, Riddick moves in for the kill.



But Johns's plans are thwarted when Hoxie storms in with his security force.



Johns interrupts Riddick, saving Abbott's life. The good news is that Johns wants to take Riddick away from Butcher Bay in an effort to collect his bounty elsewhere.



Instead of executing Riddick on the spot, Hoxie decides to send him into Double-Max, hoping he'll fall prey to the inmates. It looks like you'll be sticking around Butcher Bay for a while longer.



DOUBLE-MAX



Riddick's escape attempt has earned him a spot in the prison's Double-Max facility.



Some of the inmates in Double-Max are assigned to work in the mines—sounds like a way out.



Underneath the bunk is a pack of smokes (#5).



Exit the container and turn right to enter the doorway ahead. Follow this corridor to a lift on the left.



NEW OBJECTIVE

- Get Down to the Mines

Exit your container cell and turn right. Show no acts of aggression or the security turret will make quick work of you.



Ride the lift down with two other inmates. En route, Bodilla flips out and is shot by a guard. The guards here mean business.



When the lift stops, exit and speak with Rael.



Enter the next container and approach the bunk at the end. Flip the bunk up by pressing **X**.



Rael tells you to speak with Dogbone near the fight circle below. He also mentions that Jagger Valance is the top dog in Double-Max.





After speaking with Rael, turn to the left doorway and follow these steps down to the Tower 17 fighting circle.

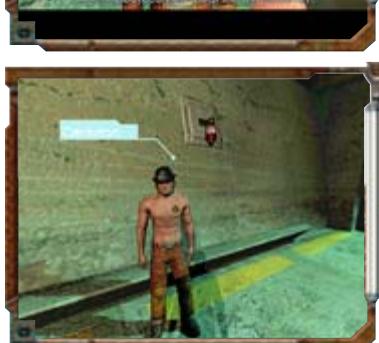


Speak with Harman to set up the fight.

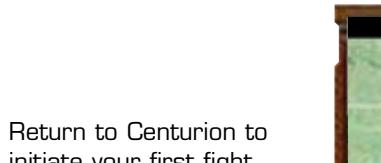
As you exit the corridor, turn left and speak with Dogbone.



Dogbone tells you there are two ways to get the guards' attention. Either beat Bam in the fighting circle or get caught with drugs. These two options ensure you another showdown with Abbott in the interrogation room.



Speak with Centurion. He runs the fights.

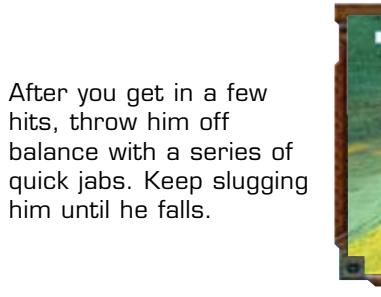


Return to Centurion to initiate your first fight.



Harman is a pushover. Block his punches and wait for the right opportunity to strike.

After you agree to fight, Centurion points out your first opponent—Harman.



After you get in a few hits, throw him off balance with a series of quick jabs. Keep slugging him until he falls.



From Centurion, turn around and approach the door labeled "Recreation Area." This is where you find Harman.



When Harman drops, the guards enter the circle and drag him away.



Return to Centurion and get the name of your next victim. He tells you to find Bassim in the Courtyard.

NOTE

Even if you plan on getting caught with drugs, you still have to fight Bassim. So pay the 5 UDs to get his name from Centurion.

Return to the Recreation Area door where you first met Harman. You can get through this time.



TIP

This guard in Tower 17 (opposite the Recreation Area door) gives you access to a NanoMed Machine for 10 UDs. It's a pretty steep price, but it's the only way to heal yourself.



Pass through the adjoining corridor to enter the Recreation Area. The Courtyard is through the large yellow door on the left.



Approach the Courtyard door and wait for it to slide open. The Courtyard is divided into four sections. This is section A. Here you can speak with Cricket and Asif.



THE DOUBLE-MAX MARKETPLACE

WEAPON/ITEM	SELLER	LOCATION	PRICE
NanoMed Machine	Guard	Tower 17	10 UDs
Shiv	Cricket	Courtyard (section A)	30 UDs
Pack of Smokes (#56)	Pink	Courtyard (section B)	10 UDs
Vent Tool	Monster	Feed Ward	15 UDs
Shiv	Monster	Feed Ward	10 UDs
Club	Monster	Feed Ward	10 UDs
Pack of Smokes (#57)	Gomer	Feed Ward	10 UDs
Pack of Smokes (#8)	Gomer	Feed Ward	15 UDs
Pack of Smokes (#9)	Gomer	Feed Ward	20 UDs
Pack of Smokes (#10)	Gomer	Feed Ward	25 UDs
Pack of Smokes (#11)	Gomer	Feed Ward	30 UDs
Small Bottle of Poison	Twotongue	Courtyard (section D)	10 UDs
3 Grams of G-Smack	Twotongue	Courtyard (section D)	10 UDs
Special Pack of Smokes (#22)	Twotongue	Courtyard (section D)	10 UDs, 10 moths
Special Pack of Smokes (#23)	Twotongue	Courtyard (section D)	20 moths



Skip Cricket and Asif for now and move on to section B.



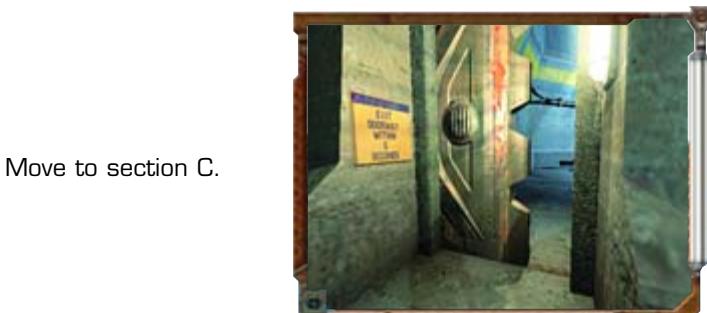
Bassim is in section B. Speak with him to set up your fight.



While in section B, speak with Pink. He offers a pack of smokes (#56) for 10 UDs, as well as some information on Monster, a trader in the Feed Ward.



Stay in section C and look for Nurse. He has another task for you.



Move to section C.



Nurse is a loan shark looking to collect a debt from Binks in the Feed Ward. He wants you to poison Binks's food. Take the job. It's the easiest of the sub-missions.



Here is Gulag. Speak with him to get a sub-mission.

NEW OBJECTIVE

- Help collect Nurse's debt



Proceed to section D. This is where you find Twotongue, the drug dealer.



Gulag says the PPPs in section A (Cricket and Asif) stole his red tube. Offer to help him out.



Before Twotongue will give you drugs, he needs you to complete a couple of tasks. First he wants you to find his injector, stolen by Cricket and Asif in section A. Next he wants you to beat Bassim in the fight circle. After you complete these tasks, he'll hook you up with some drugs. Take the job.



NOTE

Even if you plan to fight your way to Abbott, take Twotongue's sub-mission. The injector is in the same place as Gulag's red tube, making it an easy score. Plus, you have to fight Bassim either way.



Now return to section C and speak with Wilkins.



Speak with Centurion to start the fight.

Wilkins wants information on Jagger Valance in the mines. Because you're heading that way, offer your help.



Bassim, who relies on powerful punches, is tougher than Harman. Each punch you block knocks you back, so drop your guard momentarily to move forward. Be mindful of your position and stay in the circle.

Bassim's long windups leave him open for attack. As you did with Harman, use quick jabs to throw him off balance. Follow through with a flurry of jabs and an occasional upper cut. Defeating Bassim earns you a pack of smokes (#18).



Determine which path you're going to take. If you want to fight your way into the interrogation room, speak with Centurion and get the name of your next victim—Sawtooth in the Feed Ward.



NEW OBJECTIVE

- Get Wilkins info on Jagger Valance

After you collect several sub-missions in the Courtyard, return to Tower 17 and get ready for your fight with Bassim.



GET DRUGS



If you don't want to continue fighting, go see Cricket in section A of the Courtyard and buy a shiv from him for 30 UDs. This is the first step to acquire drugs.

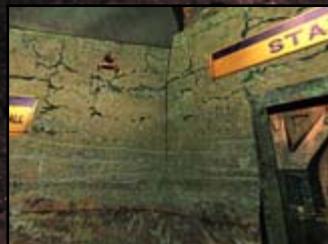
GET DRUGS (CONT'D)



Cricket gives Asif the money to stash in their secret hiding place. Follow Asif to the Feed Ward and watch him stash the money behind this loose panel.



Return to Twotongue. Along the way, stop and give Gulag his red tube. He rewards you with a pack of smokes (#3).



Moths can be seen flying around the Courtyard. Wait until one is within reach and press **X** to grab it.



With the drugs in your possession, go to section A of the Courtyard and approach these two guards.



When Asif leaves, open the panel and retrieve your 30 UD's, as well as Gulag's red tube and Twotongue's injector.



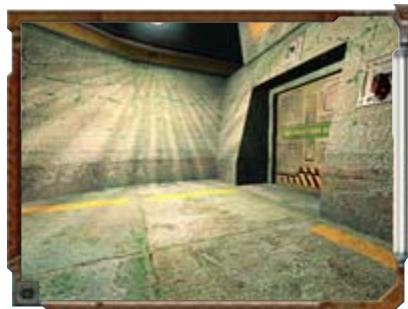
Twotongue is glad to see his injector, and gives you a pack of smokes (#55) for your effort. But he won't trade until you bring him a moth.



Take the moth back to Twotongue and he finally agrees to trade. He sells g-smack for 10 UD's, poison for 10 UD's, and a special pack of smokes (#22) for 10 moths. Getting caught with the g-smack will ensure an appointment with Abbott.



As the guards frisk you, they'll find the drugs and take you to see Abbott in the interrogation room. However, they won't find any weapons you may have on you, allowing you to use them in your fight against Abbott.



Go through this door leading to the Courtyard.

A large group of Surenos stands outside the Feed Ward. Find their leader, Cuellas, and speak to him to get another sub-mission.



Instead of entering the Courtyard, turn right and pass through this door leading into the Feed Ward.



Cuellas wants you to find a snitch list. It was stolen from the Surenos. Take the job if you want to earn a pack of smokes.

NEW OBJECTIVE

- Find the Snitch List

TIP

The snitch list is in two pieces and is in two separate locations. The first half is behind a loose panel in the Work Pass area. You must retrieve the second half from Void (a Blueskin) in the upper mine. (See "Workpass" and "Tower 19" for more details.) You can collect your reward (a pack of smokes (#17)) from Cuellas after you return from the mines.



Go into the Feed Ward and turn left down the hall.

Georgie is looking through a hole in the wall, which shows you a glimpse of the interrogation room. Speak with him to learn more. According to Georgie, the interrogation room isn't monitored, giving the guards the opportunity to exercise excessive force upon the inmates. This could work in your favor.



Leave Georgie and follow the hall to the right. Motor (another Blueskin) is blocking the path into the Feed Ward. He's looking for payback because you took out Harman.



Back up into the darkened corridor to fight Motor. If the security turrets in the Feed Ward see you fighting, they'll fire on both of you. Motor isn't that tough. Block his punches, then pummel him with a series of quick jabs.



When Motor falls, he drops a bottle of poison. You can use this to poison Binks's food.



Enter the Feed Ward and turn left to spot Sawtooth sitting at this table. Speak with him to set up your fight.



Across from Sawtooth is Binks's food tray. Approach it and press **X** to plant the poison in his food.



Stand back and watch Binks eat his food. He takes a few bites, then staggers away from the table before collapsing on the floor. Nurse will be happy with these results.



Move to the next room in the Feed Ward.

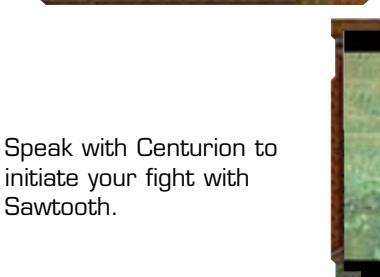


Turn to the table on the right and speak with Monster. He has a vent tool, a shiv, and a club for sale. Don't buy anything yet. You must come back later to make a purchase.

Return to the dark hall where you beat Motor, but take a left to reconnoiter the opposite branch of the hall. Speak with Gomer. He's selling several packs of smokes (#7-11) and offers some more info on Monster.



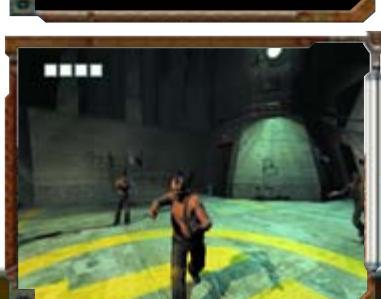
Proceed to Tower 17.



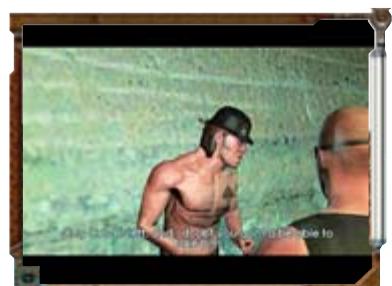
Speak with Centurion to initiate your fight with Sawtooth.



Unlike the other fighters, Sawtooth is armed with a shiv. You'll have to dodge his slashes, then rush in to attack.



Keep moving and jabbing until you can unleash a series of punches to throw him off balance. When he falls, you earn a pack of smokes (#19). Grab his shiv, too, but keep it out of sight.



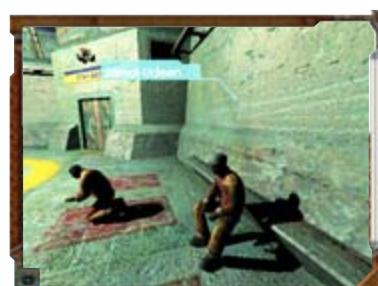
After the fight, speak with Centurion to get the name of your next opponent, Cusa.



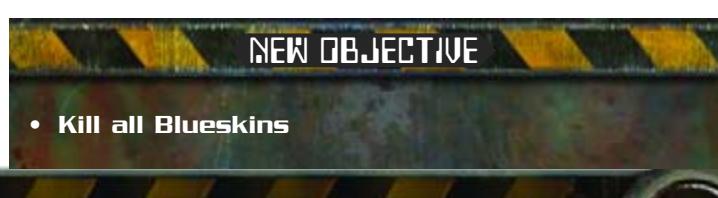
Cusa is in section D of the Courtyard, so turn around and move through the Recreation Area door.



On your way to section D, stop in section B and speak with Jamal-Udeen.



Jamal-Udeen wants you to kill the Blueskins. If you want another pack of smokes (#24), take the job.



NEW OBJECTIVE

- Kill all Blueskins

TIP

You have three more Blueskins (Mosely, Void, and Alonzo) left to kill to complete Jamal-Udeen's sub-mission. They're in the upper mines. You have to eliminate them after speaking with Jagger Valance in the mines. Take this job if you're planning to complete the Snitch List sub-mission. (See "Tower 19" for more details.)



Move to section C and speak with Nurse to get your reward for poisoning Binks. Nurse gives you a pack of smokes (#32) for your trouble.



Advance to section D and set up your fight with Cusa.

Return to Tower 17 and speak with Centurion to start the fight.



Cusa is a smart fighter, throwing a variety of punches. As a result, it's hard to find an opening in which to strike. Be patient and keep blocking.



With Cusa out of the way, one more fighter stands in your way—Bam. Talk to Centurion to set up the fight.



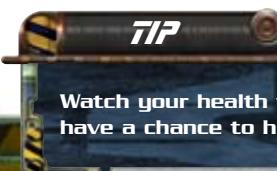
Bam is a guard who draws a large crowd around the fighting circle as he makes his dramatic entry.



Like Cusa, Bam is unpredictable. Early in the fight he favors jabs. Hold your ground and block these quick punches.



Keep your distance when Bam throws more powerful punches, then rush in and attack as he attempts to recover. Take your time and play it safe by sticking with quick jabs. When you score enough hits, he falls.

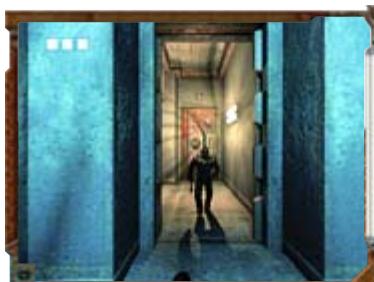




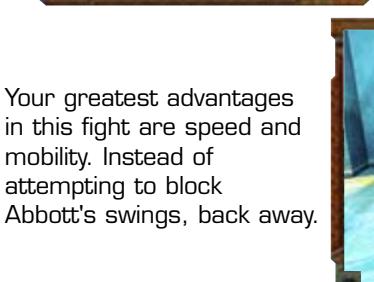
Just as Dogbone predicted, beating Bam earns you a trip to the interrogation room where Abbott appears, armed with a wicked-looking club.



In a surge of rage, Riddick throws off the guards and knocks Abbott to the floor. You've got a rematch with Abbott.



After recovering, Abbott charges at you. Move out of the way to avoid getting clubbed.



Your greatest advantages in this fight are speed and mobility. Instead of attempting to block Abbott's swings, back away.



After Abbott misses you with his heavy club, move in close and strike him with multiple jabs.

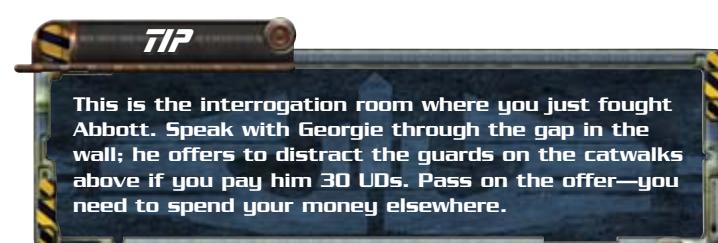
Don't get greedy. Back away before Abbott can swing again. The stick-and-move technique is a sure path to victory. When Abbott falls, pick up his key card. This will get you through the Work Pass area, allowing you access to the mines.



After Abbott is down for good, walk into the next room.



Use this NanoMed Machine to heal.





Return to the hall and locate this locked door. Stow all weapons before using Abbott's key card to unlock the door.

You exit near the Feed Ward. Go inside to do some shopping.



Go to the rear of the Feed Ward and speak with Monster.

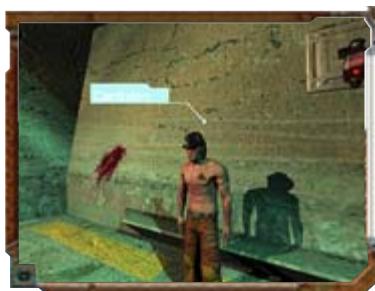


Buy the vent tool for 15 UDs.

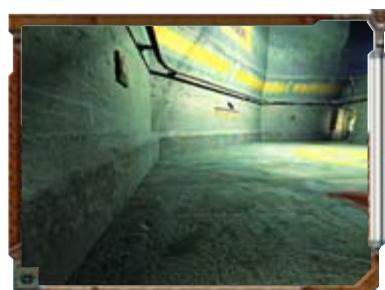
Exit the Feed Ward and move through this Recreation Area door.



Before heading for the Work Pass area, return to Tower 17.



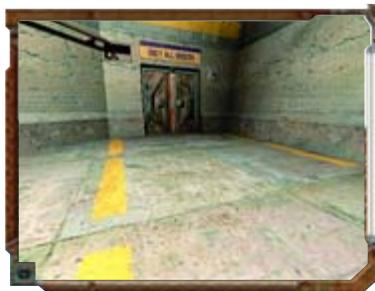
Speak with Centurion to collect your pack of smokes (#21) for beating Bam.



Move through the Courtyard, heading for section D.



Along the way, track down Gulag and give him his red hose—that is, if you retrieved it from Cricket and Asif's hiding spot. He'll give you pack #3.



Continue to section D and proceed to this door. If you haven't done so already, speak with Flores to get more information on Jagger Valance and the mines.



The large door at the end of this corridor leads to the Work Pass area.

WORK PASS



Before moving through the door ahead, make sure you have no weapons out.



Before stepping through the door, drop into stealth mode. Inch forward and take cover behind the crates ahead. If you make a sound, the guards inside the room start searching for you, ruining your chances of sneaking past unnoticed.



Pass through the door and turn left. The mine entrance is through this guarded doorway. Unfortunately, you need a work pass to get through this entrance. Look for an inmate named Shurik exiting the mines.



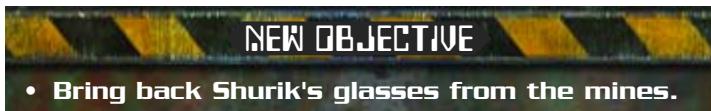
Move around the right side of the crates to get a better view of the personnel in this room. There are three guards and one technician. Fortunately, their backs are turned. The technician is working on a panel, making the lights shut off temporarily. Take advantage of the darkness.

TIP

The keypad-locked door straight ahead leads to a small control room. Abbott's card will unlock this door, but don't let the Riot Guard see you enter. Inside you can find a pack of smokes (#34) and a NanoMed cartridge.



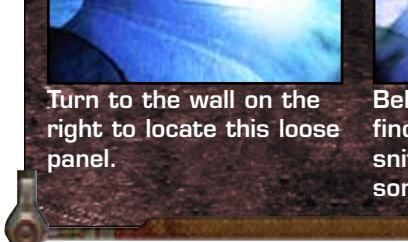
Speak with Shurik. He left his glasses in the upper mines—offer to help him out.



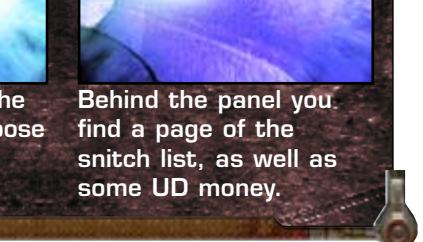
- Bring back Shurik's glasses from the mines.



You can't get through the guarded mine entrance, but there's another way in. Turn to the right and locate this keypad at the locked door.

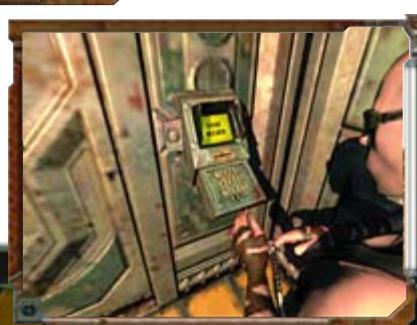


Turn to the wall on the right to locate this loose panel.



Behind the panel you find a page of the snitch list, as well as some UD money.

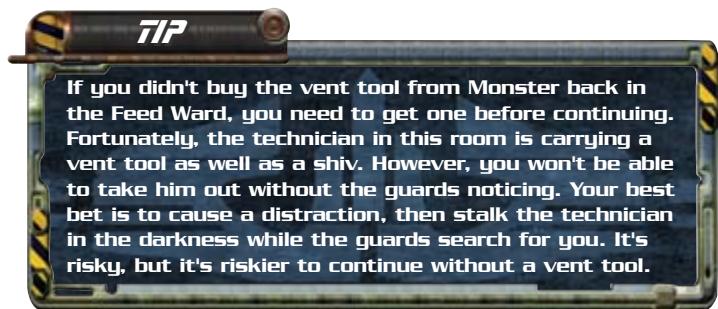
Abbott's key card unlocks this door.



Return to the steps and enter this crawl space running beneath the raised platform.



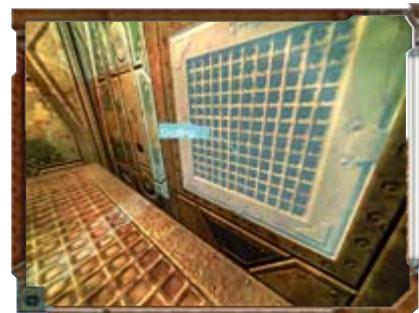
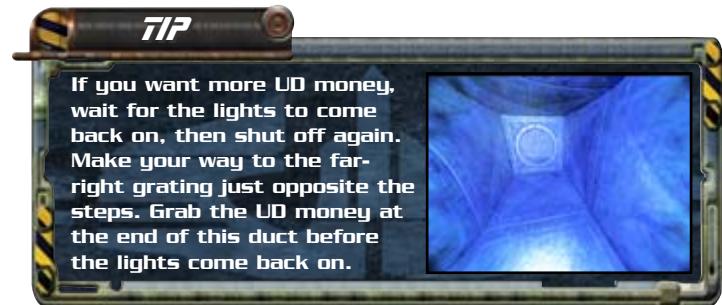
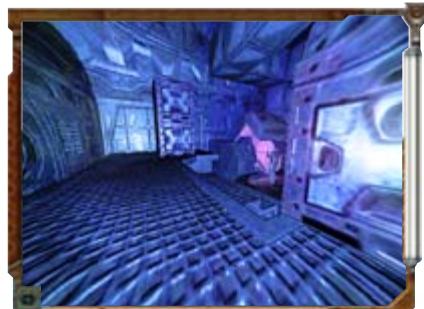
Hold at this spot and wait for the lights to go out again. You must make it to the room's other side without being noticed.



When the lights shut off again, exit the crawl space and pass along the left side of the nearest guard. Stay in stealth mode the whole time!



Climb the steps, then turn left to take cover behind these crates.



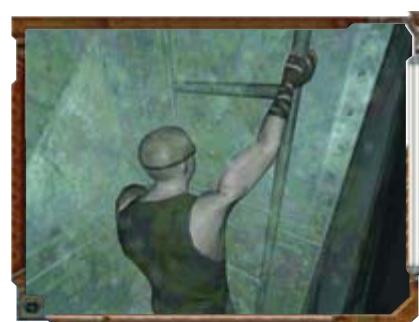
Another grating is located behind the large stack of crates. Open it and crawl inside.



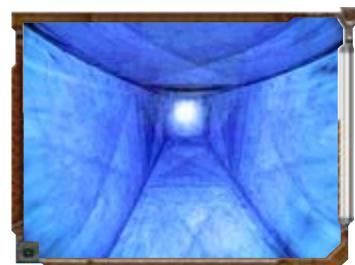
Activate your Eyeshine ability and crawl to the end of this duct.



Locate the ladder on the left side.



Climb the ladder to the top.

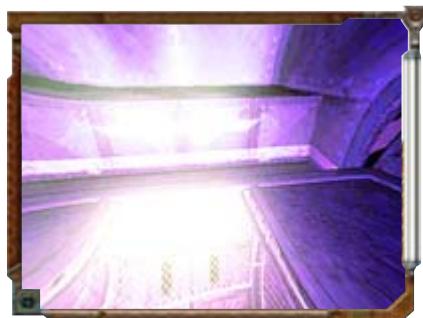
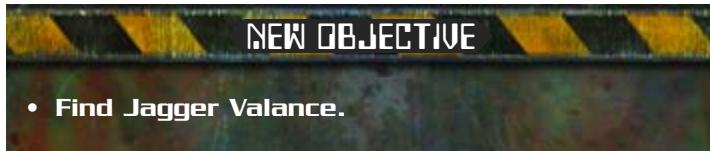


At the top of the ladder, move through the next duct.



The duct ends, allowing you to hop on top of an elevator leading down to the mines.

MINE ENTRANCE

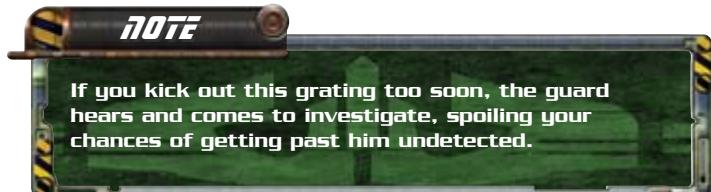
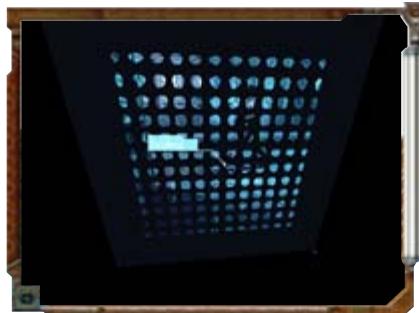


Step around the hatch on the top of the elevator and locate this ventilation hatch. This is where that vent tool comes in handy. Open the hatch and climb inside the duct.

Activate your Eyeshine ability inside the duct and crawl to the end.



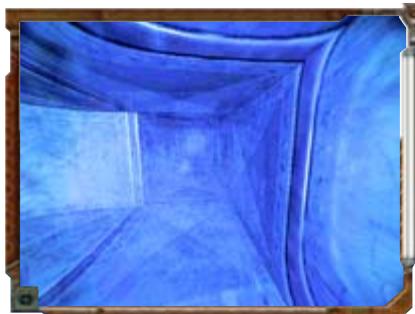
Crawl through the next duct toward this grating. Don't kick out the grating yet!





While in stealth mode, step along the wall's right side and take cover behind these crates.

Crouch behind these crates and wait for the guard to return.



Inside the duct, activate your Eyeshine ability and move forward until you come to this T-intersection.



After the guard passes your position, slip past him and move down the corridor. Stay along the right side to avoid being seen by the stationary guard at the far end.



Take the duct on the left to pick up this pack of smokes (#38). Don't kick out the grating ahead—it leads to the same corridor.



Return to the T-intersection and turn left. At the end of this duct is another grating. Go ahead and kick this one open.

While moving along the corridor's right side, look up to locate this ventilation hatch.

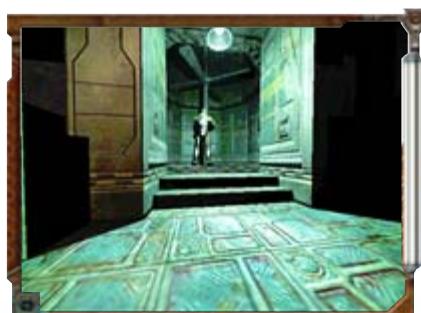


As you exit the duct, you find yourself atop a stack of crates. Turn to the right to see a guard with his back turned to you.

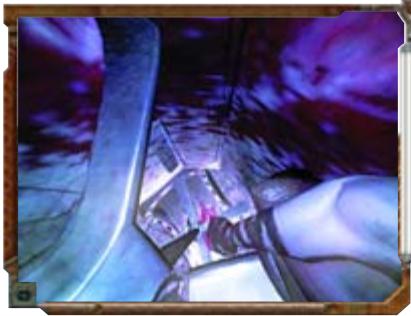
Open the hatch and climb inside before the patrolling guard spots you.



While in stealth mode, drop off the crates and sneak up behind this guard standing in front of a ventilation shaft. He's spitting on his buddies below.

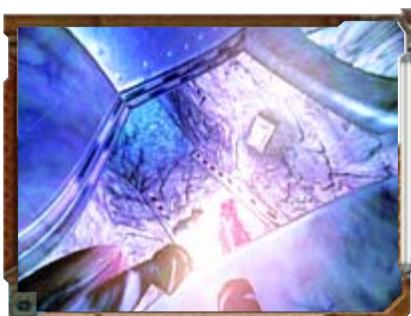


When you're close enough, press **B** to push him forward. He falls down the shaft, hitting the two spinning fan blades on the way down. You need to shut down these fans before making your way down the shaft.

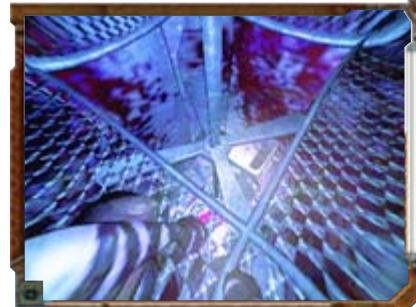


Line yourself up and step off the ledge to land on the first set of blades. Before making the next drop, monitor the position of the guard below—make sure he's moving away. If you miss the next set of blades, you don't want to land in front of him.

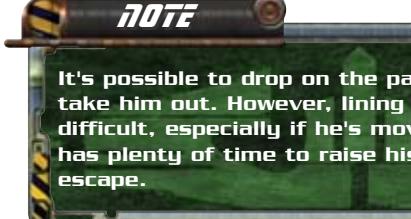
Turn around and locate this service panel on the wall to the right. It allows you to shut off the fans in the ventilation shaft, but it also shuts off the lights in the room.



When you drop to the second set of blades, pause and wait for the guard to move down toward the cavern and away from the large door.



Activate your Eyeshine ability and approach the ventilation shaft. It's a bloody mess, but at least the fans are stopped. You have to slowly descend to the floor, landing on one set of blades at a time to break your fall.



NOTE
It's possible to drop on the patrolling guard to take him out. However, lining up this maneuver is difficult, especially if he's moving. If you miss, he has plenty of time to raise his rifle and end your escape.



When the guard is moving away, drop to the ground and turn to face this large door. Race through the door before the guard returns. If he spots you and opens fire, run.



Follow the left adjoining corridor and approach this door to load the next level.



SECURITY CHECKPOINT



Before stepping through the large doorway ahead, drop down into stealth mode.



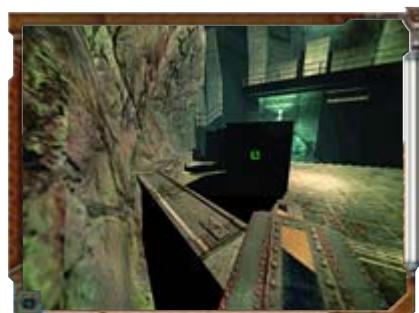
Stay on the ledge and follow it to the concrete wall ahead. Don't worry about the guard to the right. As long as you're quiet he doesn't turn in your direction.



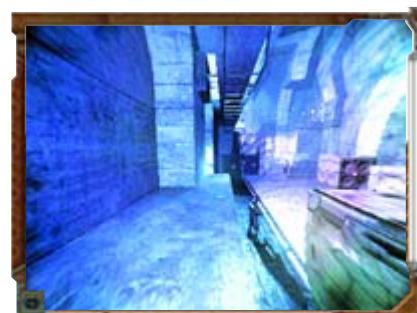
Move along this pathway leading toward the security checkpoint ahead. The area is monitored by two guards and one mechanized unit standing in front of the large door to the right. It leads into the upper mines.



Look up at the ledge above and press **X** to climb up.



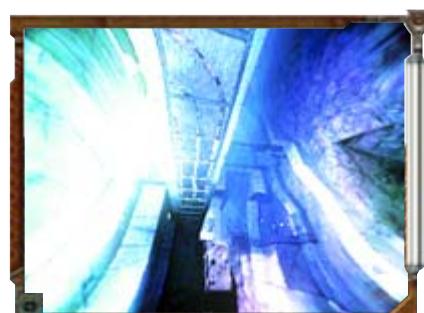
As you approach the open area ahead, hop up onto this ledge on the left.



At the ledge's top, turn right. Stay low to avoid being spotted by the guards below.



Follow the ledge leading behind these large stacks of crates. The crates provide adequate cover, reducing your chance of being seen.



Creep forward along the ledge and look up to spot this hangrail. Stand up to grab it, and make sure you're not seen.



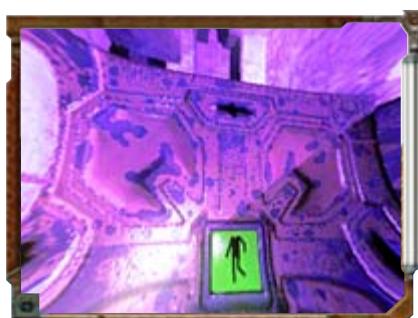
Use the hangrail to climb toward another stack of crates while enjoying the guards' conversation below.



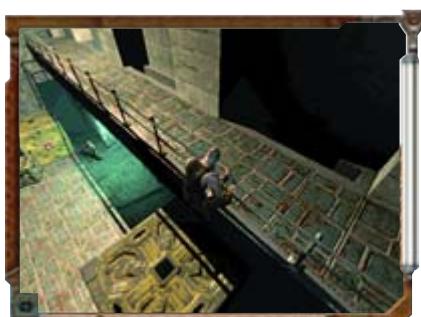
On the catwalk, stay low and turn right toward this door.



At the end of the hangrail, drop down and turn toward the crate on your right. Climb to the top.



When you reach the crate's top, drop into stealth mode and go toward the handrail running along the catwalk.



Grab the hangrail and pull yourself up onto the catwalk.

Move through the door and follow the steps down.



At the bottom of the steps, move toward the door leading into the upper mines.



TIP

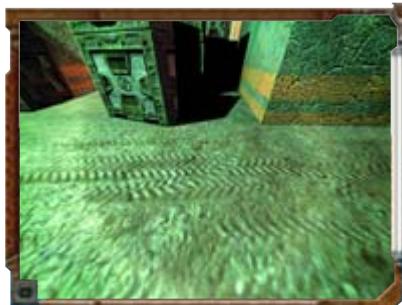
It's possible to sneak past the security checkpoint guards and make it through the large main door leading into the upper mines. However, using the catwalk gives you a more advantageous starting point in the next level, allowing you to sneak past several guards with ease.

UPPER MINES



You enter the upper mines on a dark walkway that runs along the main entrance's left side. Drop into stealth mode and creep forward. As long as you stay low, the guards on the opposite walkway can't see you.

Stay low and follow the left walkway.



Drop off the crate and scurry toward this dark gap between the wall and these stacked crates.



Advance to this covered portion of the walkway ahead. Hug the wall on your left to avoid being seen by a patrolling guard below.

Activate your Eyeshine ability after you reach the dark gap and climb this crate straight ahead. Turn left when you reach the top.



Stop in the covered area and turn to your right to peer out this window. Study the movements of the guard below and wait for him to move down the alley ahead.



As the guard turns away and moves down the alley, hop out of the window and down to this crate.



Stay on the crate until a second guard moves past your position.



When the second guard passes, drop off the crate and turn right. Move down this alley while hugging the right wall. Hurry, but don't run—the sound could alert the guards behind you.



At the alley's end, turn right and pass through this doorway.



Follow this lengthy set of steps to the top.



Exit the door at the top of the steps to access this walkway. Stay along the left side to avoid being seen. Look for the doorway on the left side, make sure you're in stealth mode, and go through the doorway.

Turn left to spot a guard attempting to shake down an inmate. Fortunately the guard's back is turned.



Sneak up behind the guard and snap his neck.



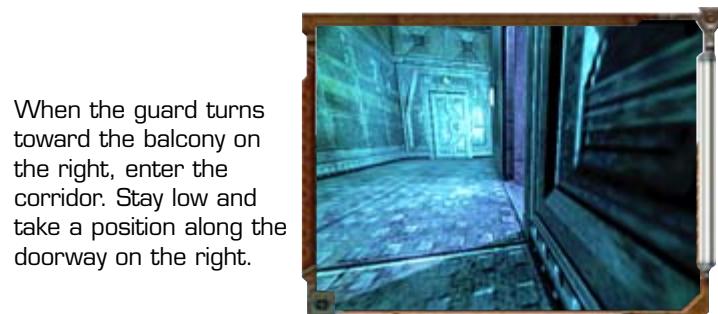
With the guard out of the way, speak with Mosely. He thanks you for taking down the guard and informs you that this locked door is the quickest way into the mining core. Open the door with a key card you can retrieve from a guard patrolling nearby.



After speaking with Mosely, turn around and approach the door on the left. Stay to the left of the doorway the whole time. If the door opens and the guard sees you, you'll have a hard time surviving the encounter.



From the doorway's left side, peek out to the right and scan the next corridor. The guard patrols the balcony to the right, the corridor, and the next room ahead.



When the guard turns toward the balcony on the right, enter the corridor. Stay low and take a position along the doorway on the right.



TP
Pack #40 is located on the balcony to the right. Take out the guard before retrieving it.



Wait for the guard to return and walk away from you. Sneak up behind him and break his neck.



Grab the key card the guard drops. This card allows you to access the cargo lift leading into the mining core.



SHURIK'S GLASSES



If you want to pick up Shurik's glasses, now is the time. Make your way to the balcony straight ahead.



At the bottom, drop into stealth mode and sneak up behind the guard. He moves, so stay behind him at all times.



Approach the edge and look down. A guard patrols the area below, watching over one of the inmate miners.



When you're close enough, reach out and snap his neck.



Climb down the ladder. Don't worry; the guard keeps his back turned.



With the guard out of the way, approach Quintana and speak with him. He's glad you took out the guard and tells you Shurik's glasses are nearby.



Turn around to spot this stack of crates along the large door's right side.



Grab the glasses and go to the ladder. Climb it up to the balcony.



Return to the room containing the locked door (where you met Mosely).



Use your newly acquired key card on the locked door next to Mosely.



Move through the short corridor ahead to access the cargo transport system.

— CARGO TRANSPORT —



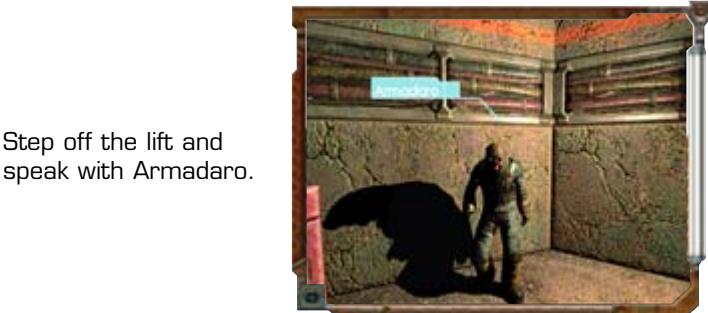
The cargo transport system moves crates from the mining core to the surface. You can use it to make your way to the lower mines to find Jagger Valance.



Turn around and ride the lift down to the next floor. One of the inmates has killed a guard.



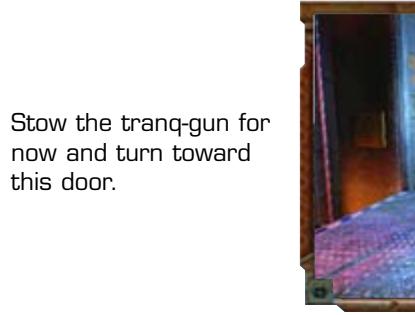
Before using the system, turn to the right and scan the floor for this pack of smokes.



Step off the lift and speak with Armadaro.



Armadaro grabbed a tranq-gun off the guard. He offers to sell it for 50 UDs. You should have more than enough money to make the purchase. The tranq-gun will come in handy later.



Step to the left of the NanoMed Machine and pause in front of this shaft. The flashing red lights indicate the direction of the lift's movement—you need to go down.



Wait for the next lift to descend, then hop onto it.



Pass through the large door and move through this short corridor. The mining core is on the other side of the next door.

Mining Core

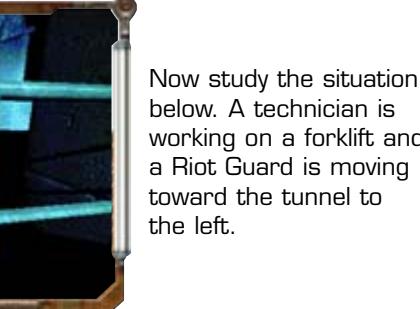
Before moving through the doorway ahead, drop into stealth mode. You don't want to run the risk of being heard by the guard on the other side.



Step through the doorway and advance up the stairs ahead. The guard should be walking away from you, allowing you to sneak up behind him.



Move in behind the guard and snap his neck.



Now study the situation below. A technician is working on a forklift and a Riot Guard is moving toward the tunnel to the left.



Wait until the technician is looking away, then hop over the railing to land on top of the crate on the other side. Hold here and wait for the Riot Guard to move out of sight.



When it's clear, approach the stack of crates on the left and climb to the top.



Wait on top of the crate for a guard to exit the tunnel to the left. He patrols the tunnel as well as the forklift area.



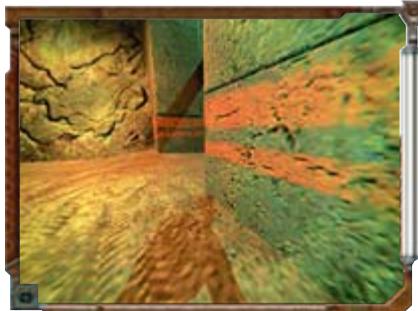
When the guard moves toward the forklift, drop off the crate and turn left. Stay in stealth mode and rush down the tunnel. Alternately, stay on the crate and look up and grab the handrail to traverse the tunnel.

NOTE

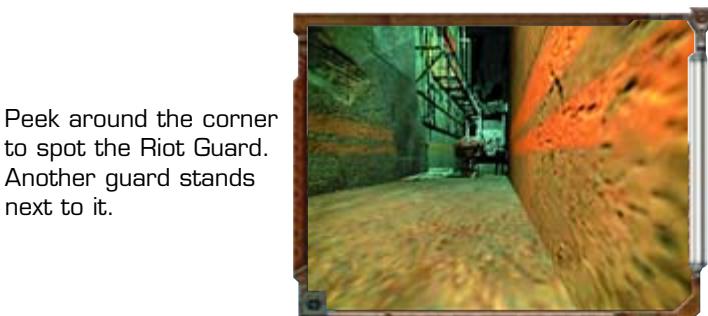
If you want pack #4, consider taking out the guard and technician near the forklift. The pack is located in the nearby rail tunnel. Accessing it without being seen is difficult.



Follow the tunnel to the left. Move quickly because the guard by the forklift will return to this area.



Approach the next corner on the right, but don't step into the open yet.



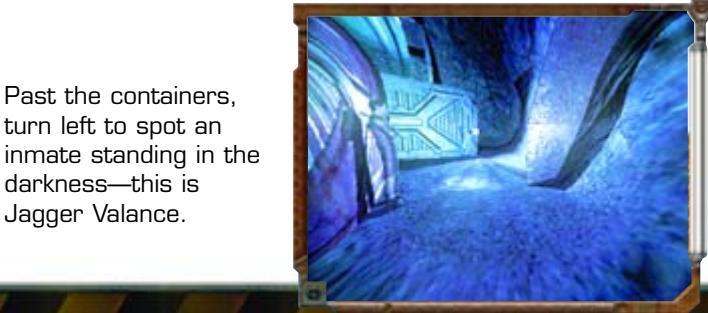
Peek around the corner to spot the Riot Guard. Another guard stands next to it.



Wait for the Riot Guard to move forward before stepping around the corner. The other guard also walks away. Move along the wall on the right.



At the next corner, activate your Eyeshine ability and turn right. Move between the wall and the large shipping containers.

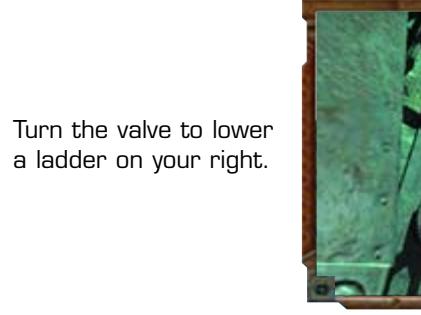


Past the containers, turn left to spot an inmate standing in the darkness—this is Jagger Valance.

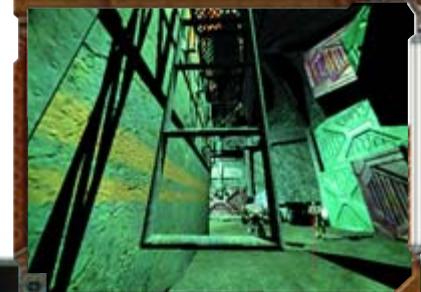
Speak with Valance. He won't help you until you help him. He needs a package located in a sealed area of the mine. You must retrieve it for him before he will offer any help.



When it's clear, rush across the path toward the wall ahead where you find a valve.

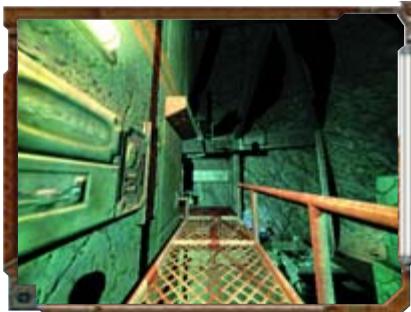


Turn the valve to lower a ladder on your right.



Climb the ladder before any guards return to the area.

The ladder leads to a short catwalk running along the wall. Move forward and locate a ledge on the left.



The ledge eventually ends, just above a rock grinder. Keep an eye on the guard below.



Face the ledge and look up to grab onto it. While holding onto the ledge, shimmy to your right.



When the guard turns away from the rock grinder, drop down to the ground—you won't fall into the grinder.



TIP

While shimmying along the ledge, don't try to pull yourself up—you'll fall, potentially alerting the guards below.

Continue shimmying to the right as the guards patrol the mining area below. They don't bother looking up.



While in stealth mode, stalk the guard as he moves toward this terminal. Reach out and snap his neck.



TIP

If you want to witness a more grisly death, hold back in the shadows and wait for the guard to return to the rock grinder. Then sneak up behind him and push him into the grinder.



Follow the ledge into the next room.



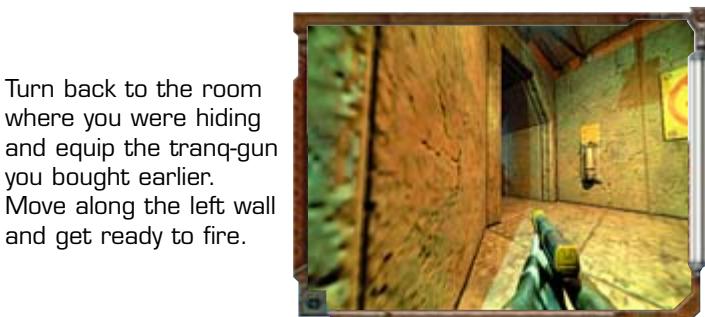
Now turn around and move toward this door.



As soon as you step inside the doorway, turn to the right and take cover in this dark alcove. Wait for a guard to walk past your position.



As the guard walks out toward the rock grinding room, sneak up behind him and break his neck.



Turn back to the room where you were hiding and equip the tranq-gun you bought earlier. Move along the left wall and get ready to fire.



This is the sealed door Valance was talking about. Use the keypad to open it, then crouch beneath the sign to enter.



Move straight ahead and climb over the crates blocking the doorway.

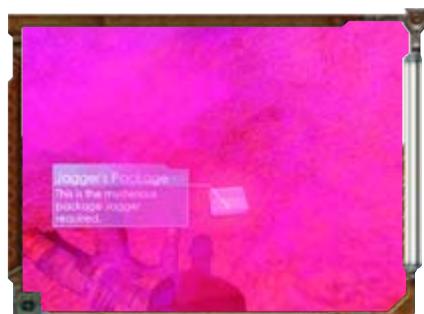


Now turn to the left and locate a large hole in the wall on the right.

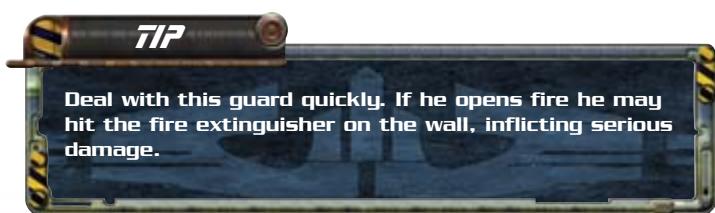


Step out to the right and fire the tranq-gun at this guard before he can aim his assault rifle. While the guard is writhing in pain on the floor, rush over and stomp down on his skull.

Rush through the hole in the wall and scan the area beyond for Jagger's package.



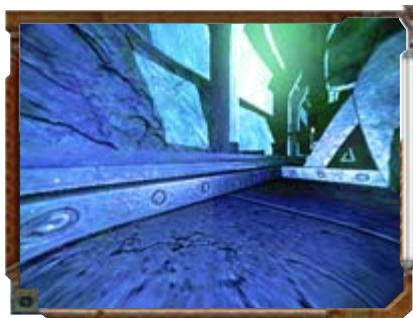
Retrace your steps through the gas-filled room and rush through the doorway.





After exiting the gas-filled area, turn left and use the NanoMed Machine on the wall.

Now return to the room with the rock grinder. You can't shimmy to Valance's position, so you must take a different path. Move toward the large doorway leading out of the room, staying along the left side.



Move forward and jump up onto the concrete ledge with the rail. Stay low to remain unseen and to avoid getting smacked by a container moving along the rail.



Hop over the rail and turn right. Move along the rail to get to the opposite side of the mining area.



Make sure all guards outside are looking away, then move outside while in stealth mode. Move to the left dark corner, but watch out for a guard patrolling the area.



At the end of the rail, turn right and advance toward this red shipping container. If a shipping container isn't here yet, wait for one to arrive.



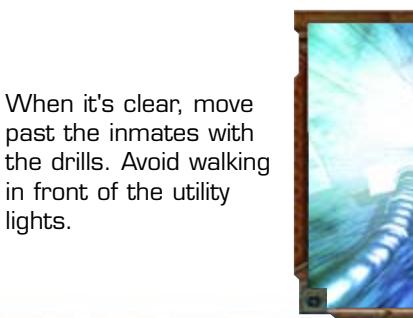
Activate your Eyeshine ability and wait for the guard to move away.



When it's clear, rush over to the shipping container and peek around the corner to the left. Two inmates with drills should be working on the wall to the left. Watch for guards patrolling the area.

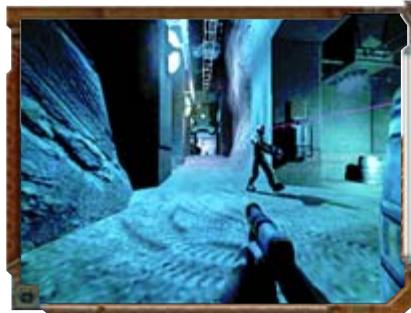


When it's clear, turn toward this large container. Creep between the container and the rocky wall on the left. Search the ground between the two containers for pack #41.



When it's clear, move past the inmates with the drills. Avoid walking in front of the utility lights.

Move along the wall on the left until you come to this cluster of shipping containers where Valance is waiting for you.



If you haven't encountered the guard patrolling the tunnel yet, he'll return soon. Move into the corner and scan the tunnel leading back toward the forklift. As long as you stay in the shadows, the guard will walk right past you.



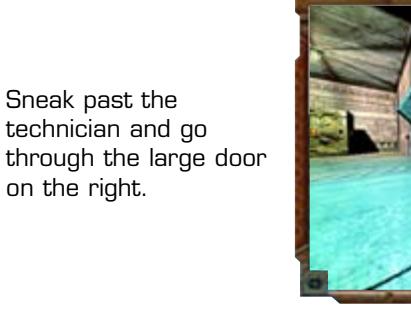
Valance is impressed and decides to help you. He tells you to go to Tower 19 and retrieve a bomb from Jupiter. The idea is to plant the bomb in the sealed area to release a swarm of creatures. Valance feels this diversionary tactic is necessary to escape.



Move toward the forklift where the technician is still at work.



To reach Tower 19, you have to get out of the mines. Move between the wall and containers to a position opposite the valve and ladder you used earlier. Scan both directions before moving out into the open. Equip your tranq-gun in case you come face-to-face with a guard.



Sneak past the technician and go through the large door on the right.



Move up the steps and use the NanoMed Machine mounted on the wall ahead if needed.



Follow the tunnel to this dark corner and take cover in the shadows.

From the NanoMed Machine, turn left and pass through the door leading to the cargo transport system.

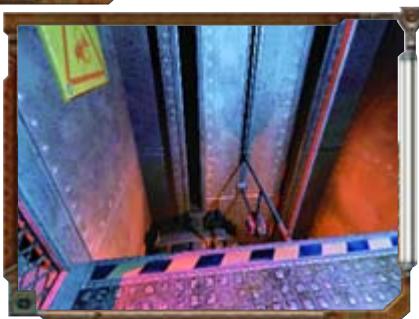


TOWER 19



To reach Tower 19, you have to reach the surface. The cargo transport system is the quickest way up.

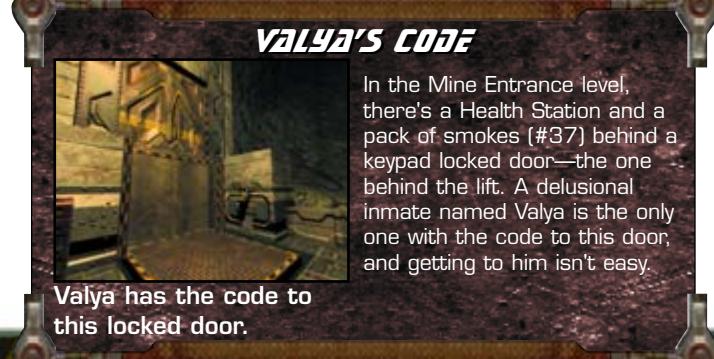
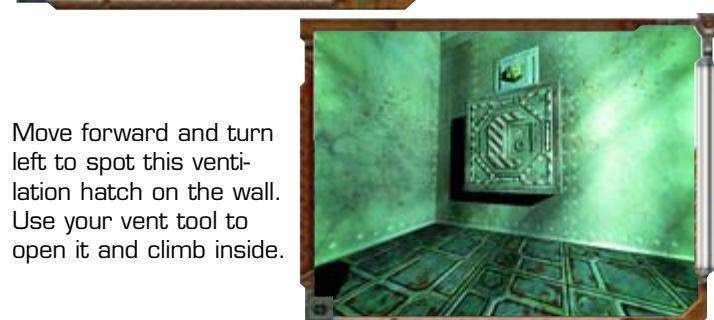
Stand in front of one of the shafts and wait for a lift heading up. This time you have to ride on top of a crate.



Ride the lift all the way up to the third floor—don't get off at the second floor.



On the third floor, hop off the lift and turn right to pass through this large door.





Instead of using the ventilation hatch ahead, climb the left crates and access the duct along the ceiling.

VALYA'S CODE (CONT.)

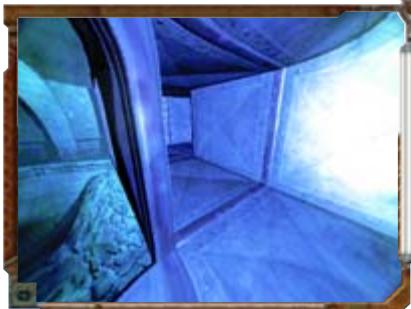
After hooking up with Jagger Valance in the Mining Core, return to the cargo transport and ride it to the third floor. Take the next hall until you spot a ventilation hatch on the wall ahead. Instead of using the hatch, turn left and climb on top of the crate stack. From the crates, jump across to the duct along the ceiling—you'll have to hit \times in mid-air to grab on. Walk along the duct's top until you can enter through a broken juncture. The duct leads to a set of two small rooms. In the second room is Valya, watched by a guard. Sneak up behind the guard and break his neck, then speak with Valya. He'll give you the code to the locked door.



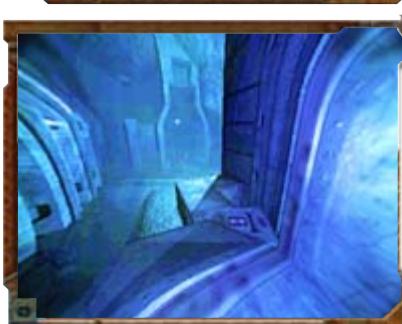
Valya will give up the code after you take out the guard.



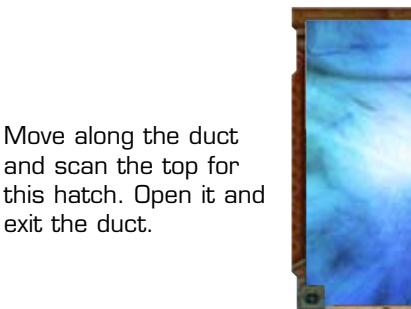
Just inside the duct is a ladder leading up. Climb it.



Follow the duct until you come to this opening. Don't step out toward the ledge—it's a long way down!



Move along the duct and scan the top for this hatch. Open it and exit the duct.



Look down and to the right to spot another duct below. You have to jump down to this duct—but be careful, the flimsy piece of metal ahead won't support your weight for long. Back up and rush forward to jump the gap.



After you land on the duct below, turn to the left and look for this opening.

Drop down into the opening and turn right to enter the duct.

You emerge on top of the elevator you rode earlier. This time, no guards are below.

Drop down through the hatch in the elevator's roof and use the keypad to ride the elevator back up to the Work Pass area.



When the elevator comes to a stop, climb back to the roof (using the ladder) and look for this duct opening. While in stealth mode, jump up to climb inside.



If you want to complete your sub-missions in the maximum security area, exit the elevator through the sliding doors and turn left.



Turn around, exit the duct, and climb up on this nearby crate.



Scan the ceiling for this hangrail—use your Eyeshine ability to spot it.



Drop off the ledge and give Shurik his glasses.



Approach this gate at the top of the steps ahead and open it.



Next, turn to face the wall and press **X** to grab the ledge above.



Grab the hangrail and use it to cross over the Riot Guard below.



Now make your way back to the Recreation Area to complete the other missions. Make sure you have all weapons out of sight.



Step inside the duct to find a pack of smokes (#36).



Pull yourself to the top and scan the area below. A Riot Guard watches the room below, so don't fall. Instead, move along the ledge to the left.



At the end of the hangrail, drop down to land on another ledge. The Work Pass area, along with Shurik, is just below.



If you gathered more moths in the Upper Mines and Mining Core, check in with Twotongue to buy pack #23—it'll cost you 20.

LOOSE ENDS PART 2 (cont'd)



Now find Wilkins. He's glad to hear Jagger Valance is still alive and gives you some UD money for your effort.



Finally, meet up with the Surenos outside the Feed Ward. Cuellas is impressed and gives you a pack of smokes (#17).



Next visit Jamal-Udeen and tell him all the Blue Skins are dead. He rewards you with a pack of smokes (#24).



After you collect your rewards, return to the Work Pass area and turn right. Pass through this door again using Abbott's card.



From the top of these crates you have a better view of the room. You need to make your way to the other side.



Drop off the crate and move to these steps on the opposite side of the room. When you're on the platform, move along the crates on the left.



Crawl through the duct and look for the ladder leading down. Climb it to the bottom.



Equip your tranq-gun and look for the guard standing in front of a door to the left. Line up your shot and zap him.



Inside the next room, rush over to the ventilation hatch on the right side. Open it and climb inside.



Upon exiting the duct, turn right and climb the crate stack.



Go to the duct's end. The opening leads into the Work Pass area.



Climb this ladder just inside the duct.



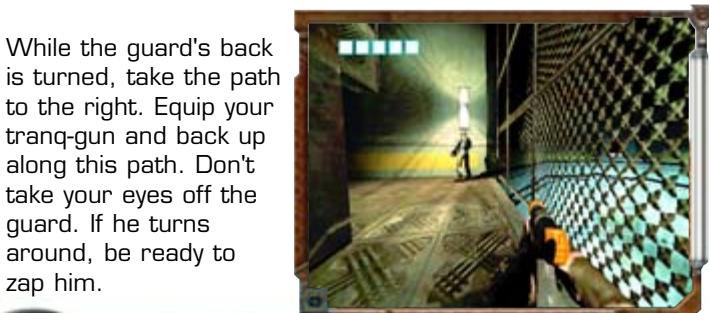
The next duct leads into the Feed Ward's upper levels.



While crawling though the duct, scan the floor for the next ventilation hatch. Open it and drop through.



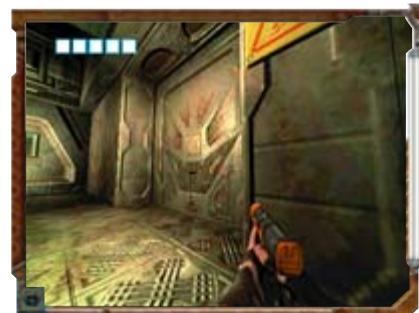
You drop into a dark corner, near a catwalk overlooking the Feed Ward area. Stay in stealth mode and wait for a guard to approach from the right. He pauses at the chain-link fence ahead, with his back turned to you.



While the guard's back is turned, take the path to the right. Equip your tranq-gun and back up along this path. Don't take your eyes off the guard. If he turns around, be ready to zap him.

TIP

The security turrets in the Feed Ward may spot you while you're traversing the catwalks. Be mindful of this, and stay low and in the shadows. Also, avoid standing in one place for too long.



When you make it past the guard unnoticed, turn around and pass through the large door on the right.

Take a left at the next catwalk. If you turn right, you can shut off the lights at a service panel, but that's not necessary now that you have a tranq-gun.



TIP

As you turn down the catwalk, look for a flashing grate along the wall on the left. The adjoining duct leads you to pack #43.

While creeping along the catwalk, watch for a guard moving in your direction. Hide in a dark corner and zap him with the tranq-gun if he spots you.



Follow the catwalk until you spot a hall branching to the left.



Enter this short hall on the left and wait in the shadows. A guard walks past you and enters the room ahead.

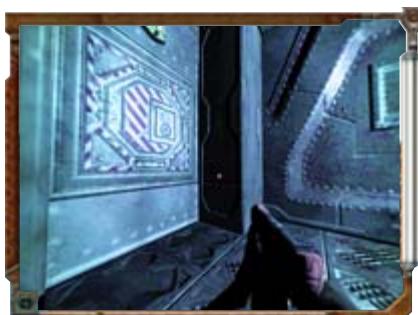


When the guard stops below the shaft, step forward and drop on his head. Not only does this take out the guard, but it also cushions your fall.

Ignore the room the guard entered and turn down the corridor to the right. Another guard patrols the next area, so keep the tranq-gun handy.



Be sure to grab the key card that the guard drops.



Locate the left ventilation hatch and enter it before the guards return.



Now turn to access the computer terminal. This unlocks the cells where Jupiter is being held.

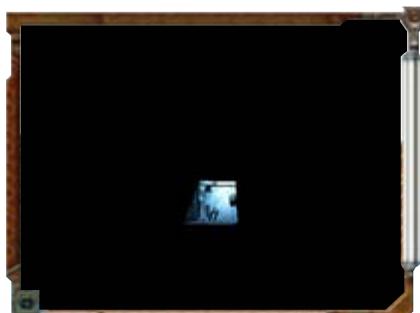


Finally, this duct leads to Tower 19!

Turn around and head toward the NanoMed Machine mounted on the wall. Use it if necessary.



The duct ends at the shaft leading down into a control room. Monitor the room below and look for a guard walking around.



From the NanoMed Machine, turn left and look for the keypad ahead.

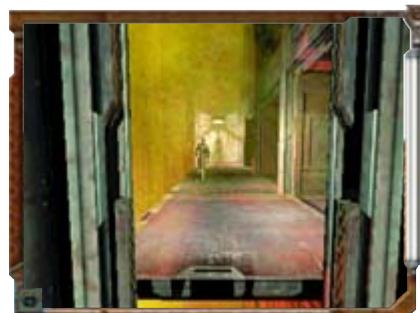
Try out your new key card on this keypad to open the door to the right.



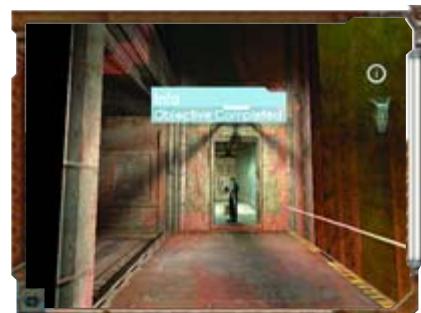
With the door open, turn right and enter a short corridor.



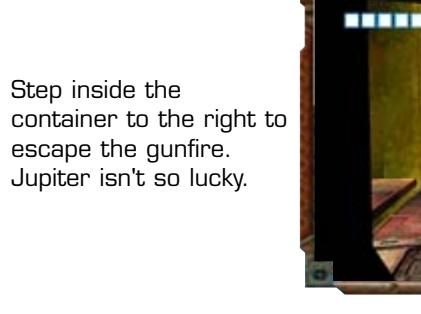
Approach the next door and look for Jupiter waiting on the other side.



Run over to Jupiter and speak with him. He gives you the bomb Jagger Valance promised.



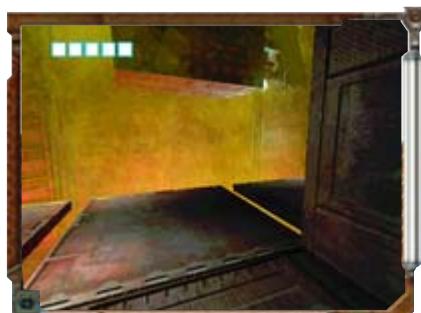
As soon as Jupiter hands off the bomb, guards appear in the doorways ahead and behind you.



Step inside the container to the right to escape the gunfire. Jupiter isn't so lucky.



With both exits cut off, you have to get creative. Stay in the container and look out over the ledge where a mechanical arm is shuttling other containers.



Look for a container moving down the shaft. Rush forward and jump off the ledge to hop onto the container.



Riddick does the rest, dodging the incoming rounds fired by the two guards above. It's not clear where the container is heading, but at least you've escaped another ambush.

NEW OBJECTIVE

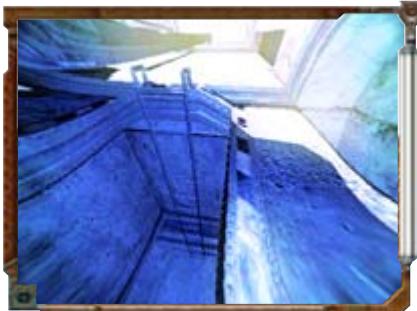
- Go back to the mines and plant the bomb.

CONTAINER ROUTE



It looks like security has caught up with you when your container halts along the track ahead. Stay low and avoid being spotted by the two guards patrolling the rail ahead.

Drop off the container's left side and search the ground for this hatch with a ladder. Don't bother using the ladder—drop down through the hatch before you're spotted. The fall won't hurt you.



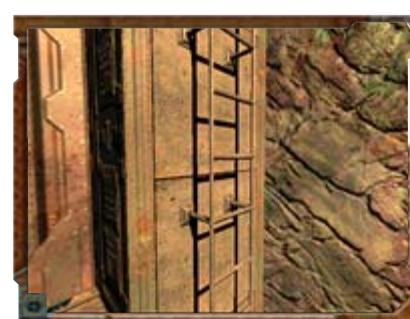
Climb the ladder to the top to reach the walkway. Watch out for the patrolling guard.



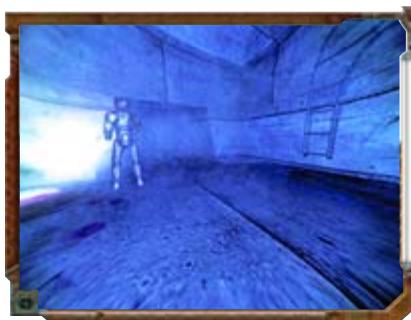
Sneak up behind this guard and snap his neck.



You're now in a dark tunnel. Move away from the ladder and take cover along the wall. A guard with a flashlight is patrolling the tunnel. Wait for the beam of light to disappear before making your move.



Approach the ladder next to the walkway. Get as close to the ladder as possible without falling off the ledge and press **X** to mount it.



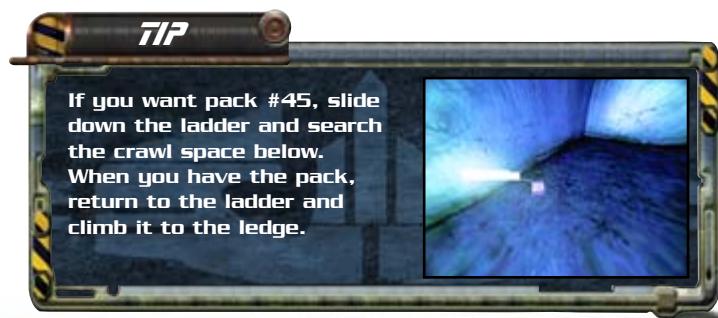
Move into the next room while the guard's back is turned. Stay behind him at all times to avoid being spotted. Ignore the ladder on the right unless you want pack #44—it leads up to another rail.



Climb the ladder to access a narrow ledge above.



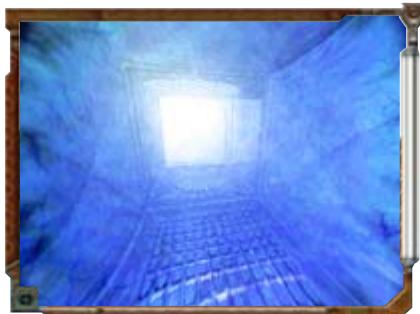
Instead, slip past the guard and continue farther down the tunnel until you spot this ladder.



Look for this grating along the ledge's left side.



Kick the grating open to enter this duct.



At the duct's end, kick out another grating and look down to spot the crates.



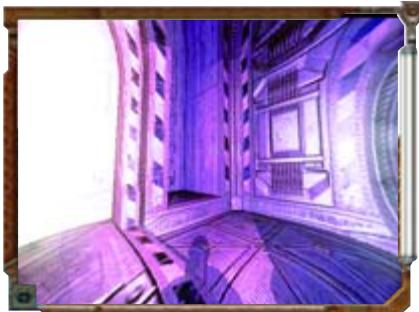
Drop onto the crates and monitor the guard's movements below.



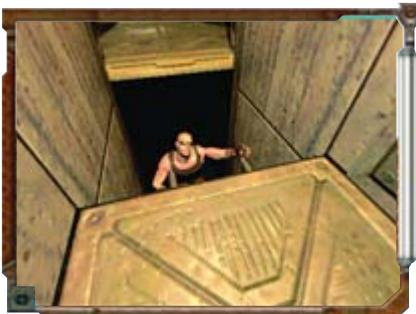
When the guard walks away, drop off the crate and sneak up behind him in stealth mode to break his neck.



Turn down this darkened area to the right to locate a tall ladder leading up.



Climb the ladder to the next level.



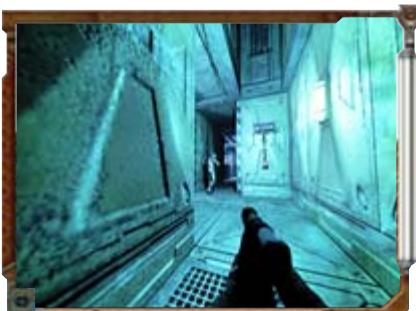
At the ladder's top, locate the left grating and kick it out to enter the next duct.



Crawl to the duct's end and kick out the next grating.



Hold in the duct and equip the tranq-gun. Wait for a guard to move down the corridor ahead. When you have a clear shot, zap him with the tranq-gun.



Rush over to the writhing guard and stomp him while he's down.



Back away from the terminal and locate this NanoMed Machine in the previous room. Use it if necessary. Pack #46 can also be found in this room on the short catwalk running above this room. Climb on one of the crates to reach it.



Continue down the corridor until you spot the technician. Zap him, too.



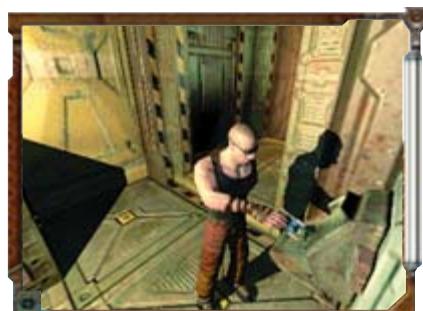
Retrace your steps back to the room with the duct and move toward the keypad on the right.



Stomp the technician, too, and grab his key card.



The key card you picked up from the technician activates a simple lift system leading down. This way is faster than descending the ladder. Slide the card into the keypad, then step into the lift on the left.



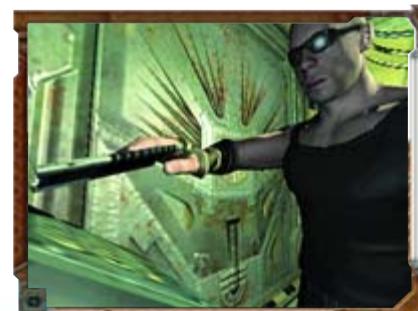
Follow the next narrow corridor to the computer terminal. Use the computer to activate the rail system below.



At the bottom, wind around this corridor and approach the large door locked by another keypad.



Turn to the right to watch the rail system back in action. Unfortunately one of the doors is closed, causing the container on the rail to crash into it. It looks like you must find another set of rails.



Use the key card to unlock this door.

Pass through the large door to access the walkway. It's time to try the rail system on the facility's other side.

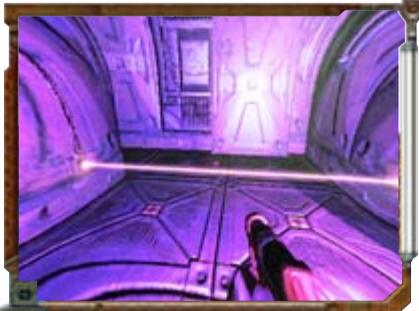


Approach the keypad on the right and use the key card to unlock it.

Turn toward the open door on the left and equip the tranq-gun. Wait for a guard to move around the corner from the right and zap him as he moves into view. Rush forward and stomp him while he's stunned.



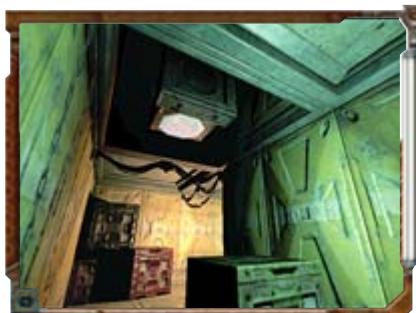
Be careful when turning the next corner to the right—there's a laser trip wire linked to a nearby security turret. Shoot out the light on the wall.



When it's dark, activate your Eyeshine ability. This makes it easier to spot the laser spanning the corridor. You have to jump over it to avoid activating the security turret.



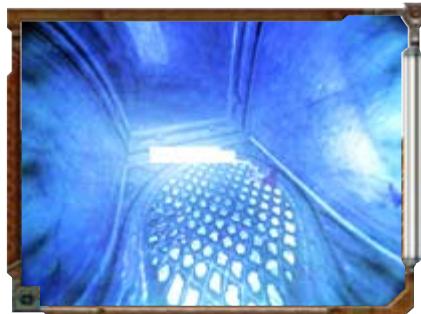
Follow the corridor to the left and wait in the shadows for another guard to approach. Stun him with the tranq-gun, then crush his head with your boot.



Look up at the ceiling and locate the ventilation hatch. You must climb up on the crate to reach it.



From atop the crate, look up and open the hatch to swing inside the duct above.



Crawl through the duct, picking up this pack of smokes (#48) along the way.



Climb this ladder at the end of the duct.



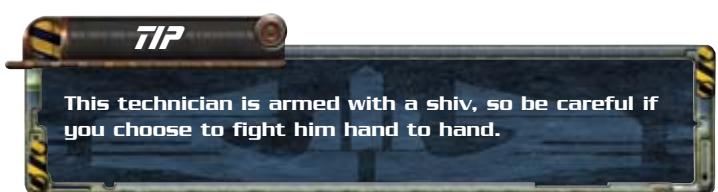
Advance to the end of the next duct where you reach this ventilation hatch. Open it and climb outside.



Step through this dark corridor and stun the technician inside. Finish him off with a quick stomp and continue down the corridor.



You emerge from the duct on a high ledge overlooking an open area below. A guard patrols this area.



Move over to the ladder on the left and track the guard's movements. When he stops near the ladder, shoot him with the tranq-gun.



You can try using this computer but it doesn't activate the rail below—the power is off. You must activate the backup generator.

Quickly slide down the ladder and stomp the guard before he can get up.



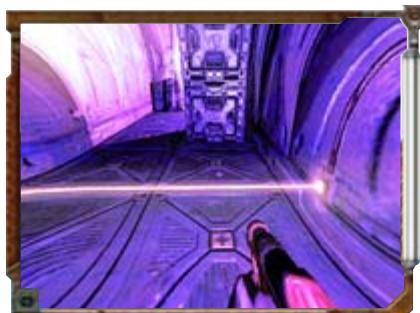
Backtrack to the large door outside and use the keypad to open it. The same key card works here too.



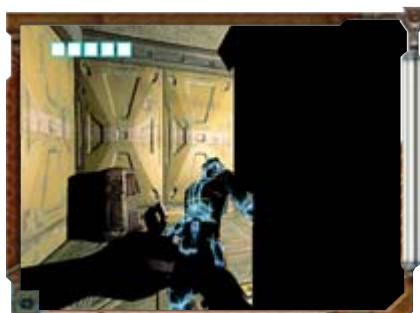
Turn to the large door, but don't enter it yet. Instead, move through the passage to the left marked "Control Room B."



Step inside the doorway and blast this light with the tranq-gun.



The darkness makes it much easier to spot this laser trip wire. Hop over it and hide near the crates on the right.



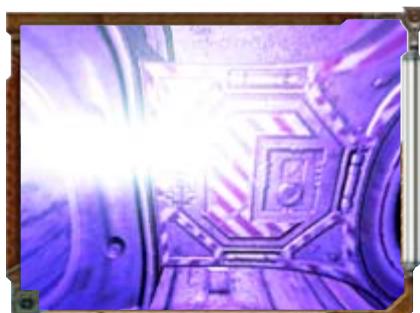
Hold near the crates and wait for a guard to pass. Zap him with the tranq-gun at close range, then stomp him.



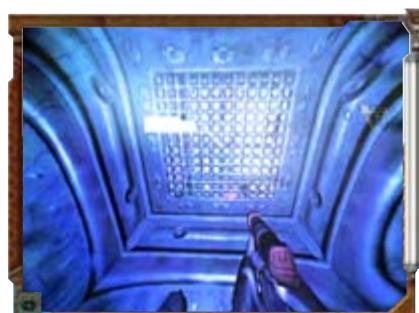
Turn back to the crates and climb to the top.



Look up and open the ventilation hatch to climb into the duct.



Crawl through the duct and kick out the hatch at the end.



Step out onto this service grating to pick up a pack of smokes (#47).



While you're up here, shoot out this light on the wall below.



Drop down and locate this laser trip wire. More importantly, watch for a guard rounding the corner ahead and zap him with the tranq-gun. Hop over the laser trip wire and take him out with a quick stomp before he can recover.



Around the next corner you'll find a NanoMed Machine mounted on the wall to the left. Use it if you're low on health.



Continue along the corridor to this large door. Use the keypad on the right to open it.



As soon as the door opens, drop down into stealth mode and creep forward. Two guards patrol the walkway.

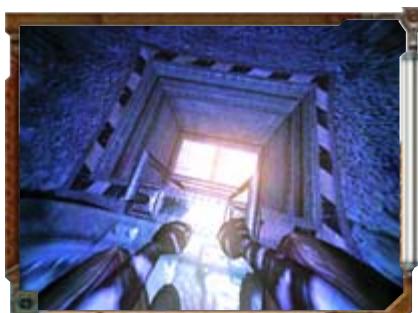


Before reaching the red laser beams, turn right and look for this ladder leading up to the walkway.



Hop up onto the ledge to the left and drop down to the railway below.

Climb the ladder and start stalking one of the guards. To avoid alerting the other guard, go for the silent kill and snap the first guard's neck.



Look for this hatch in the ground. Descend the ladder to the backup generator.



Use the tranq-gun on the remaining guard, then end his pain with a quick stomp.



Throw this switch to activate the backup generator.



The path back to the control room is now clear. Move through the door ahead.



Climb up to the railway and move toward these red laser beams. You don't have to worry about being hit by a container because the system hasn't been activated yet.



Be mindful of the two laser trip wires in the next corridor. The security turrets can still ruin your day.

Retrace your steps back to the control room and activate the railway system at this terminal.



Now go back through the corridor with the laser trip wires to return to the railway. If you hit one of the trip wires, just keep running.



When you reach the railway, turn to the right and watch as containers move through the red lasers at the far end of the tunnel.



After it's lowered into the shaft, jump off the rail and hop on top of the container. Unfortunately, the shaft is lined with laser trip wires and security turrets, so you won't be riding this container very long—unless you want to die.



Look for this light as the container descends, and jump toward the ledge.



Now locate this grating along the ledge and kick it out.



Enter the duct and drop down the shaft.



As luck would have it, you've managed to drop into the Mining Core—close to where you have to plant the bomb. The valve and ladder you used earlier to cross the mine are still in place, waiting to be used again.



When the area is clear, rush over to the ladder and climb it up to the short catwalk.



Next, grab the ledge on the wall and shimmy all the way to the room with the rock grinder.



As soon as Riddick plants the bomb, turn around and hurry out of the gas-filled room.



When you reach the room with the rock grinder, drop off the ledge and rush over to the next doorway on the opposite side.



Riddick manages to make it out of the area before the bomb explodes...



Make your way back to this sealed doorway and drop down into stealth mode to enter.



...but a Riot Guard is waiting for him outside the sealed door.



Pass through the gas-filled room, locate the hole in the wall, and return to the same area where you found Jagger Valance's package.



Riddick plants Jupiter's bomb here and lights the fuse.

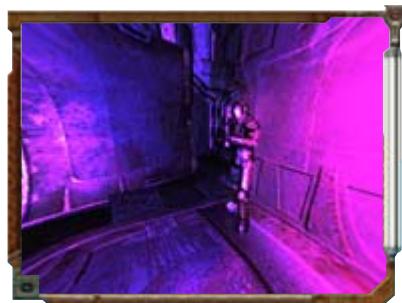
CRASH SITE



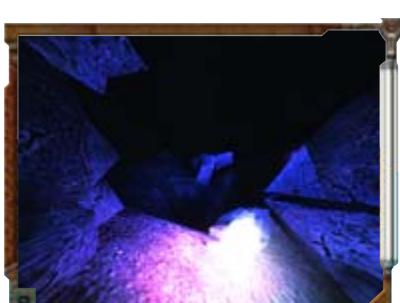
Captured again, Riddick is put in a cell for transport out of the mine area. As the cell comes to an abrupt stop, one of the guards exits to investigate. Another guard stays behind, covering you with his assault rifle.



Watch as the remaining guard gets attacked by a large creature, then retreat through a hole in the ground. These are the creatures Jagger Valance mentioned earlier.



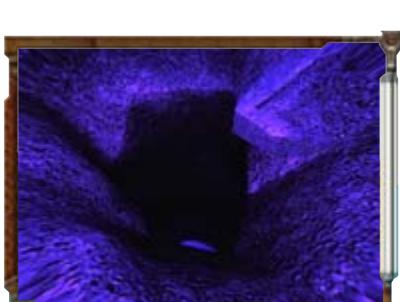
Use Riddick's Eyeshine ability to get a better view of this guard. You need to take him out.



When the cutscene ends, hop through this hole in the wall.



In one quick motion, rush the guard. When he swings at you with his rifle, simultaneously press **□** and **□**. Riddick turns the rifle on the guard, firing a round through his head.



Approach the large hole in the ground and drop inside to load the next area.



Exit the cell and turn right. Follow the rail.



The rail ahead is broken—this is what caused the cell to derail. Move forward and look for a hole in the wall on the right.



You land in a narrow cavern that is blood-stained and littered with supplies. Following the large creature down the hole was a risky move, but it's the only way out.

NEW OBJECTIVE

- Get to the Spaceport



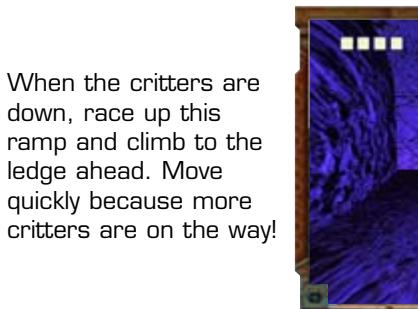
Search the cavern floor for this shotgun. A grenade is next to it.



Step toward this cavern and turn left. Before moving any farther, blast all the critters you can see.

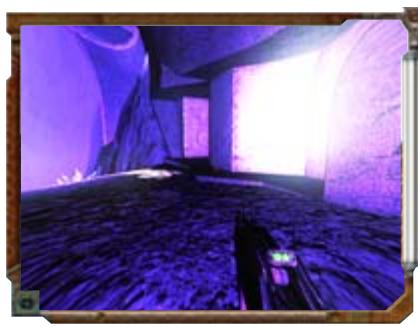


Farther down the cavern, you can pick up another grenade, too.



When the critters are down, race up this ramp and climb to the ledge ahead. Move quickly because more critters are on the way!

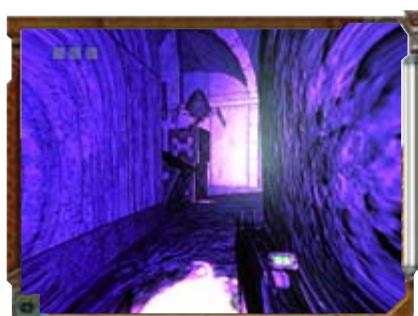
Move through the narrow opening ahead and turn right. When you exit the small cavern, the large creature charges toward you. Don't worry about spotting it, just keep running.



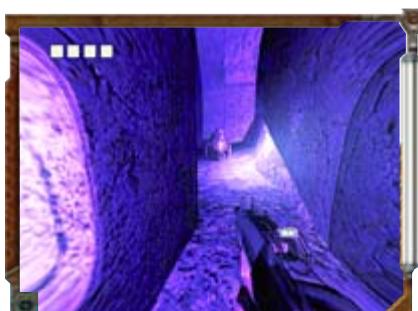
At the ledge's top, turn right and climb this slope, blasting critters along the way.



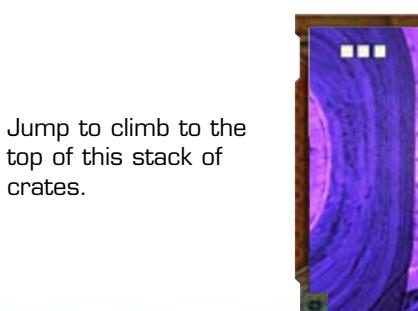
Look for this low opening on the right and run inside. The large creature can't follow you here.



Turn left to spot this next passage. Watch for more critters near the crates ahead.



Advance through the cramped passage and turn left to spot another large cavern. Engage any critters you see inside.



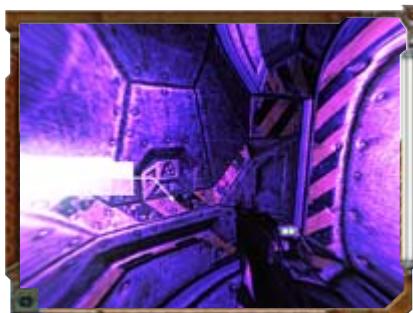
Jump to climb to the top of this stack of crates.



When you reach the top of the crates, turn right and drop into the next corridor.



A couple of crates block the door ahead, but there's a passage to the right.



Turn to this door on the left. You must find the key to this old mechanic lock before you can open the door.



Move toward the blocked door and turn right to peer through this narrow gap. Blast the critter on top of the crate, then rush into this new area.



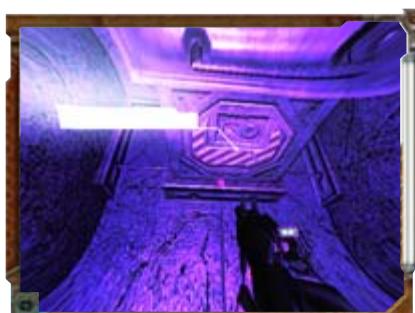
Turn around and advance down the corridor. Watch out for critters rushing toward you. Target the explosive barrels in the corner to help eliminate the threat.



Approach the crate to pick up this vent tool.



Follow the corridor to the right and prepare to fire on more critters.



Put your new vent tool to use on the left ventilation hatch. Open it and climb inside the duct above.



Keep your shotgun loaded while continuing along this corridor.



Crawl through the duct and kick out this grating.

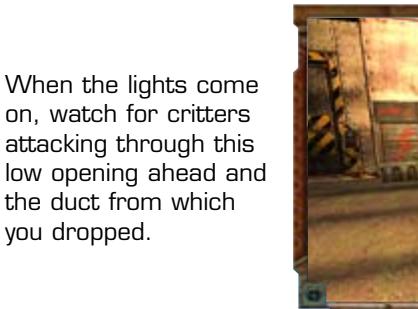




As the grating crashes to the floor, a critter retreats through a low opening on the room's left side.

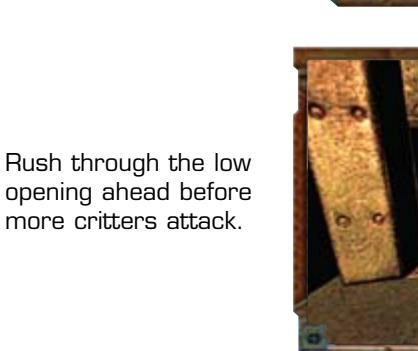


Drop into the room and approach this left service panel to turn on the lights. Deactivate the Eyeshine ability when the lights flicker on.



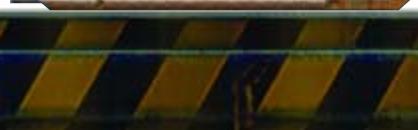
When the lights come on, watch for critters attacking through this low opening ahead and the duct from which you dropped.

The winding corridor leads to this large open cavern. A broken bridge that once spanned the deep chasm divides the cavern's two sides.

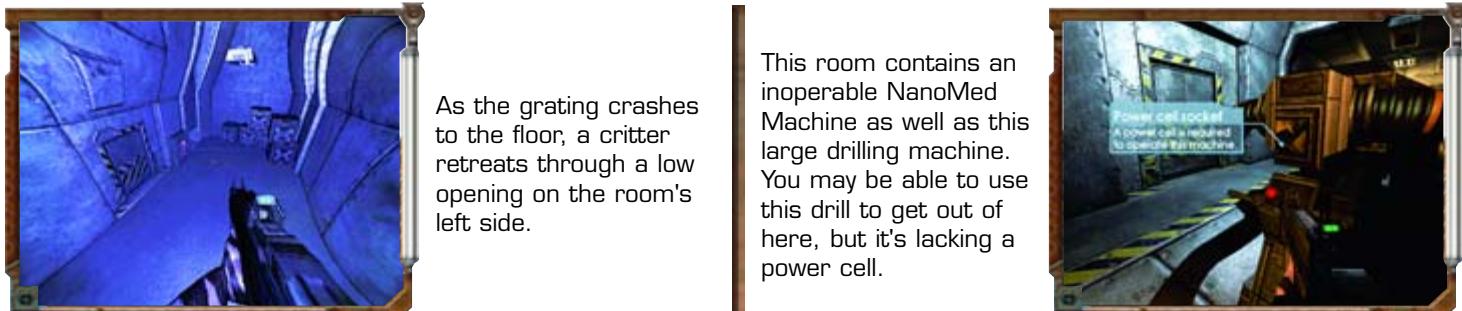


Rush through the low opening ahead before more critters attack.

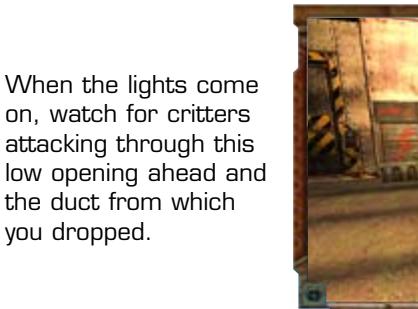
When you crawl through the low opening, turn around and watch for more critters chasing you.



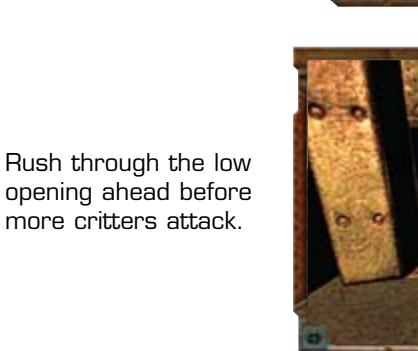
This room contains an inoperable NanoMed Machine as well as this large drilling machine. You may be able to use this drill to get out of here, but it's lacking a power cell.



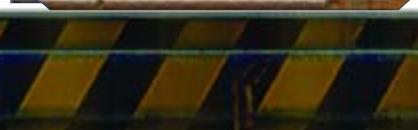
Turn around and pass through this door. Follow the adjoining corridor while keeping an eye open for more critters.



The winding corridor leads to this large open cavern. A broken bridge that once spanned the deep chasm divides the cavern's two sides.



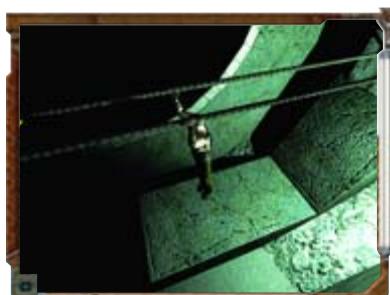
Search around the bridge for shotgun ammo as well as this tool room key. You can now open that old mechanic lock you encountered earlier. But you have to get to the cavern's other side to make it to that door.



Turn to this large concrete slab positioned below these two cables.



Hop up onto the slab, then turn around and look up at the cables.



Press **X** to grab the cables. Use these cables to cross the deep chasm.

When you reach the other side, a critter or two attempts to attack you. Don't drop down yet. Instead, draw the critters near the chasm. As they jump up to attack you, they fall to their deaths.



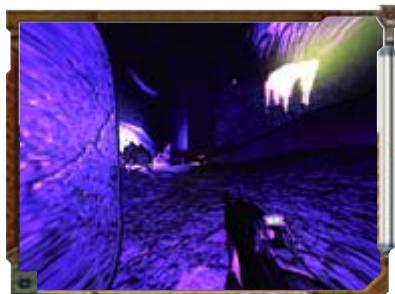
When it's clear below, drop and collect more shotgun ammo near the bridge.



Advance down the next passage.



This door ahead is locked, but the passage on the left leads into the large cavern you traversed earlier.



Turn toward the cavern and open fire on all the critters you can see.



Rush up this ramp and climb up onto the ledge like you did before.



At the top, run to this passage and climb the crates at its end.



From the top of the crates, drop into the adjoining corridor to access the locked door.



The key you picked up by the bridge unlocks this door.



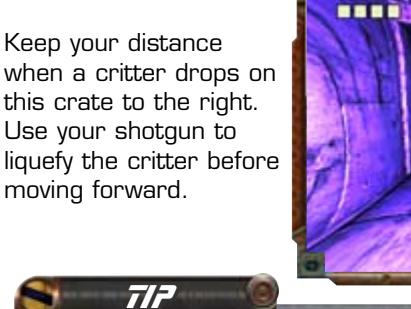
Rush inside and use the NanoMed Machine on the opposite wall.



From the cell charger, turn around and pass through the door to access this well-lit bridge. Race forward and blast critters along the way.



When you're healed, turn toward this partially open door and crawl beneath it to access the next room.



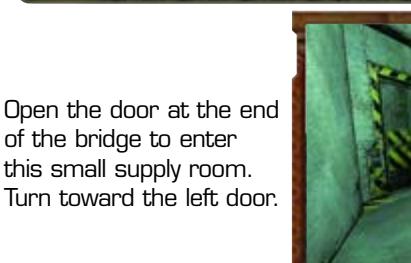
Keep your distance when a critter drops on this crate to the right. Use your shotgun to liquefy the critter before moving forward.

TIP

If you want pack #49, climb on top of the crate to access the top of the bridge. The pack is located at the far end, just above the door leading to the supply room.



Locate this service panel to restore the room's lights.



Open the door at the end of the bridge to enter this small supply room. Turn toward the left door.



When the lights illuminate the room, be on guard for another critter attack as they drop from the ceiling.



As the door slides open, eliminate this critter snacking on a corpse.

Take out the critters, then turn toward this piece of equipment. It's used for recharging power cells. If you find a power cell, you can charge it here, then return to the drilling machine.

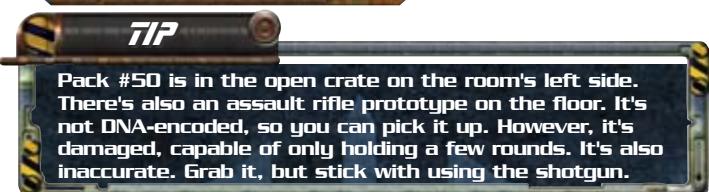


Near the dead guard is more shotgun ammo.





A few grenades are on the floor in this dark corner.



Continue scouring the floor until you spot this power cell. Make sure your shotgun is fully loaded before picking it up.



When you pick up the power cell, back up and engage the critters that pour out of this duct.

Return to the small storage room, but watch out for more critters on top of these large crates.



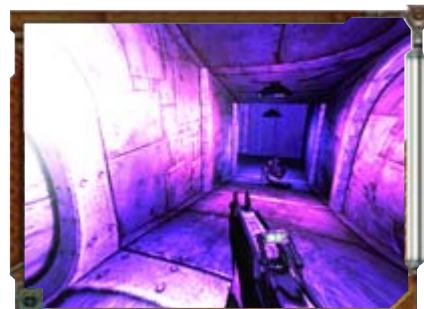
Exit the storage room and race down the bridge leading to the recharger.



Use the cell charger to recharge your power cell. Now you can return to the drill.



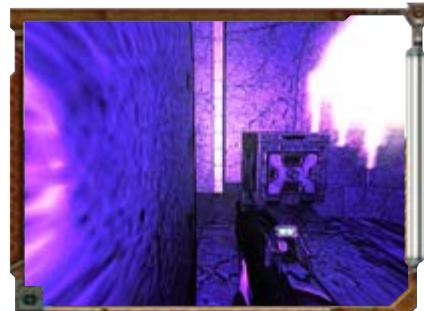
Duck through the partially open door to the left of the cell charger and follow the corridor to the right.



Fight your way through the corridor, splattering critters as you go.



Approach the door blocked by crates and turn right to pass through this gap.



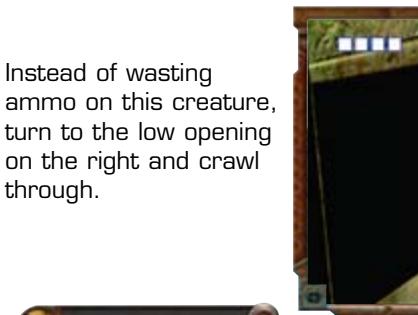
Return to the crate where you picked up the vent tool, then turn left to enter the duct above.



As you crawl through the duct, the floor crinkles beneath you. Something is moving below the duct.



Drop out of the duct, and turn around. Backpedal to the room's opposite side as a large creature breaks through the wall below the duct opening.

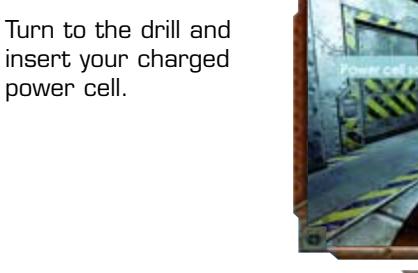


Instead of wasting ammo on this creature, turn to the low opening on the right and crawl through.



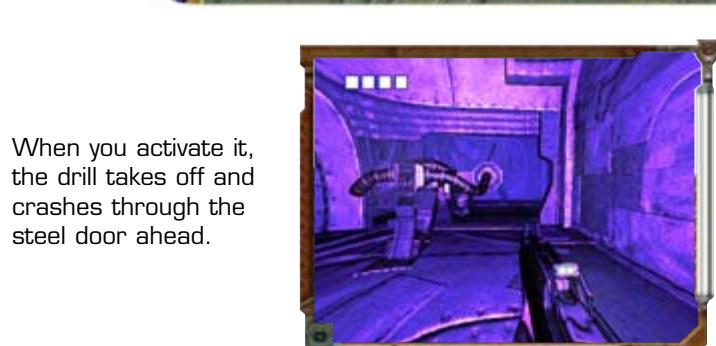
TIP

You'll need to kill the creature if you want to pick up pack #51. A couple of well-tossed grenades should do the trick. Once the creature is dead, search the hole in the wall from which it emerged to find the pack of smokes.



Turn to the drill and insert your charged power cell.

Activate the drill.



When you activate it, the drill takes off and crashes through the steel door ahead.



Pass through the destroyed doorway and turn right. Blast a critter crawling out of the partially open door on the right.



Crawl beneath the door and inspect the open duct on the left.



Enter the duct and crawl forward to access the next area.

CENTRAL STORAGE



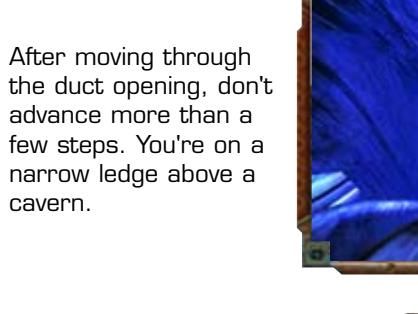
With your Eyeshine ability activated, crawl through this duct leading to the Central Storage area.



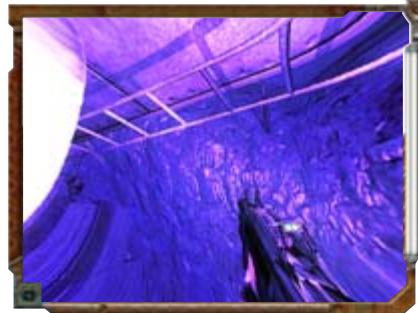
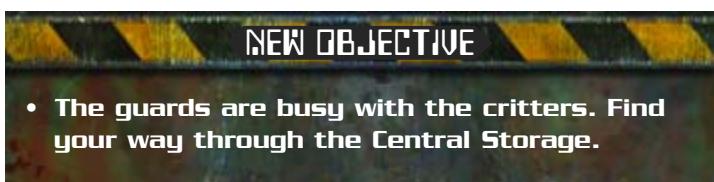
Move through the adjoining duct until you come to this grating—kick it open.



Judging by the sounds ahead, the guards in this area are occupied with the critter infestation. This works in your favor, as Jagger Valance predicted.



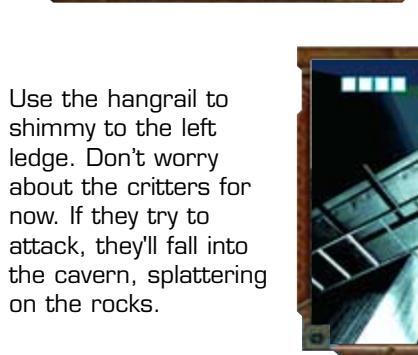
After moving through the duct opening, don't advance more than a few steps. You're on a narrow ledge above a cavern.



Stand up and look up to spot this hangrail. Turn left and step toward the ledge. Press **X** to grab onto the hangrail.



Scurry across this grating while observing the battle in the room below. A lone guard attempts to fight off several critters at once.



Use the hangrail to shimmy to the left ledge. Don't worry about the critters for now. If they try to attack, they'll fall into the cavern, splattering on the rocks.



When you make it to the hangrail's end, drop on this landing. Before moving through the next duct, look for the short ladder ahead.

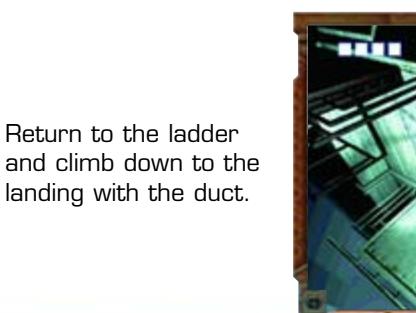


Climb the ladder to the next ledge.



At the top, turn left and negotiate this narrow ledge.

Grab this pack of smokes (#52) in front of the rotating fan blades on the right.



Return to the ladder and climb down to the landing with the duct.

Step into the duct and blast the two critters that rush you.



Crawl past the critter guts and follow the duct until you come to a ladder leading down.



In the next room, a guard holds off several critters rushing through a door on the opposite side.



Sneak up behind the guard and aim your shotgun at the back of his head. Wait until the guard kills a critter, then blast him—one shell will do the trick at this range.





Aim at the door ahead and engage any critters that attempt to enter. When the guard is dead, they stop rushing into the room.



If you want to take the quickest way out of this area, turn to the door on the right.



Move around the corner to the right to find this elevator.



Step inside the elevator and look up to spot this service hatch. Use the vent tool to open it and climb up through the hatch.



In the adjoining corridor, a critter snaks on a guard's corpse. Blast the critter before it charges toward you.



Creep forward and prepare for an attack by two more critters rushing around the corner to the right. Splatter them one at a time, then grab the shotgun ammo next to the guard's body.



On top of the elevator, turn to spot this glowing red panel. Press **X** to activate it, causing the elevator to rumble down the shaft.



As the elevator stops, turn toward this opening and drop to the floor.



Sidestep right and aim left down this narrow corridor to spot another critter. This time, target the explosive barrel behind it to incinerate the creature.



Before approaching the next door, drop into stealth mode. You don't want to draw any attention in the next room.

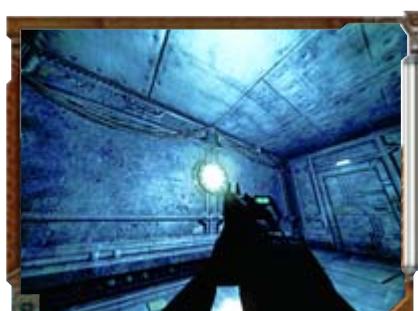


Stay in stealth mode as you move along the next corridor.

In the large warehouse-like room ahead, a Riot Guard battles several critters. Fortunately, its back is to you.



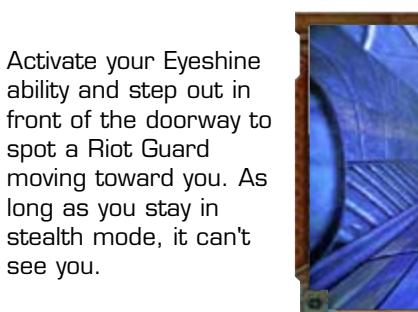
Step into the room, creeping along the left side to stay in the shadows. Keep an eye on the Riot Guard as well as any critters that may get too close. Avoid firing on the critters unless it's necessary. The sound of a shotgun blast will draw the Riot Guard's attention.



As you turn the corner to the right, aim at this light mounted on the wall and shoot it out.



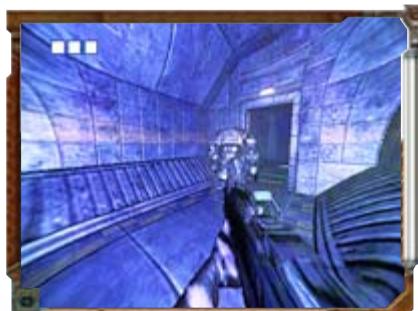
Move along the room's left side until you come to a door on the same wall.



Activate your Eyeshine ability and step out in front of the doorway to spot a Riot Guard moving toward you. As long as you stay in stealth mode, it can't see you.

**NOTE**

If you took the "Alternate Path," follow the rest of the walkthrough from this point.



Slip past the Riot Guard, but keep an eye on it while backpedaling down the hall.

TIP

If you want a mini gun for the next level, use a couple of grenades to take out the Riot Guard. If you don't have any grenades, sneak up behind it and use the shotgun to blast the gray panel on its back. The mini gun will slow you down, so decide whether speed or firepower best suits your escape. You're better off sneaking past the Riot Guard and sticking with your current weapons.



Turn around and ignore this passage on the right. Another guard battles critters inside.

Stand up and make a break for this door at the corridor's end. Don't worry about shooting out the lights—keep moving!



Even if you come under attack, keep running until you reach the next corridor. You're safe when the door clangs shut behind you. The Spaceport isn't far away!



AN ALTERNATE PATH —



In the room where you encounter the guard holding back the onslaught of critters, instead of turning to the door on the right, move through the same doorway from which the critters were attacking. In the next room, stay along the crates next to the door and watch the chaos unfold as two guards defend themselves from a critter attack.



Peek around the crates to get a better view of the guards' positions. One carries a shotgun and the other carries an assault rifle.



Stay near the crates and wait for a guard to approach this corner. When you have a clear shot, aim for his head and keep firing until the guard drops.



Use the crates for partial cover and engage the next guard as he approaches to investigate. When the guards are down, you still have to beware of critters.



Cross the room and approach this large crate sitting alongside the forklift on the room's left side. Climb on top of it.

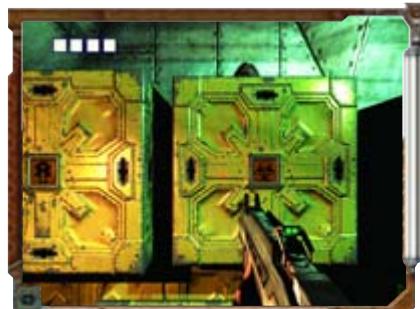


Jump toward the crate and press **X** to grab onto its side. Pull yourself up.

Use the elevated position to take out any critters on the floor, then turn toward the forklift.



When you're on top of the crate, turn toward the next stack on the room's opposite side. Make sure there aren't any critters on top of these crates before moving on.



Jump down into the forklift's seat and activate its controls. This raises the crate loaded on the lift.



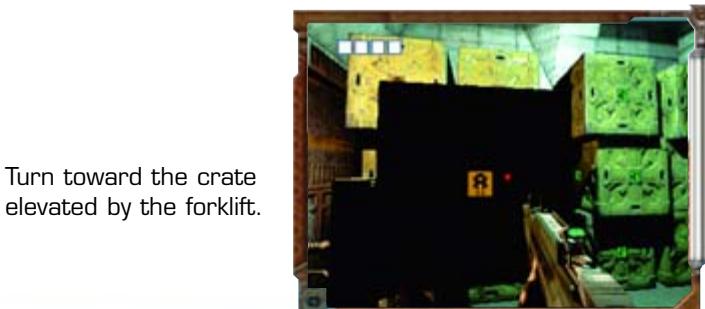
Walk forward and press **X** to grab hold of this crate.



Turn to the right and climb on top of the crates next to the forklift.



Pull yourself to the crate's top, then turn right to spot the duct's opening. Jump over the gaps in the crates to reach this opening.



Crawl through the duct until you come to a shaft leading down.



Turn toward the crate elevated by the forklift.



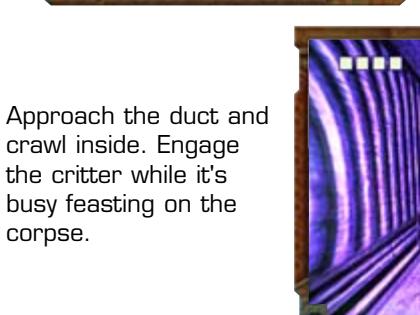
Drop down the shaft to access this broken grating above the room.



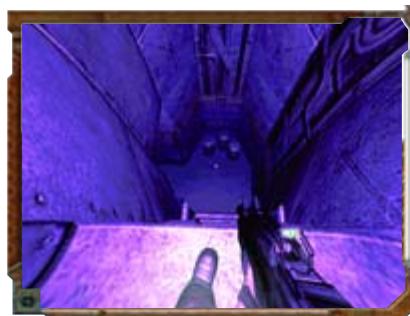
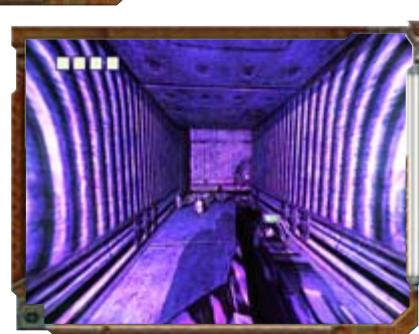
Hop down to the floor and engage another critter waiting to pounce on you.



Pass through the adjacent door to enter this room. As you enter, a critter drags a body into the left duct.



Approach the duct and crawl inside. Engage the critter while it's busy feasting on the corpse.



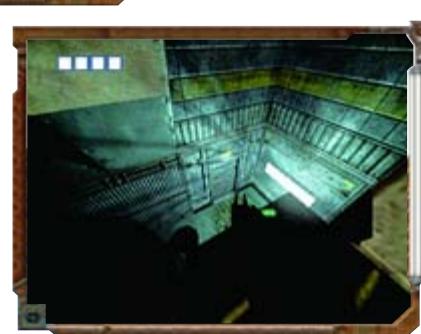
When you reach this next shaft, use the ladder and slide to the bottom.



At the bottom, follow the light source to the next area.



You emerge above the large warehouse room where the Riot Guard is battling several critters. Drop into stealth mode to avoid being spotted.



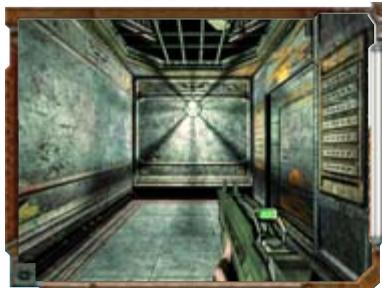
Turn right and drop near this doorway. To finish the level, go back to where you shot the guard in the head and follow the walkthrough from that point.



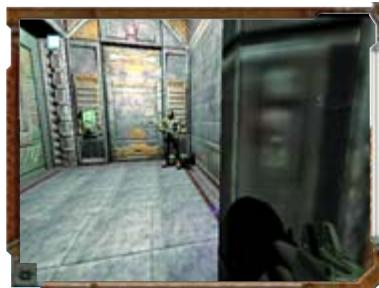
Follow the duct and drop down this short shaft. Don't worry about using the ladder—the fall can't hurt you.



LOADING DOCKS



Judging by the sounds outside this corridor, the critters are raising havoc in this area too. Make sure your shotgun is fully loaded before proceeding.



As soon as the guard falls, rush through the doorway on the left. There is another guard inside the room.



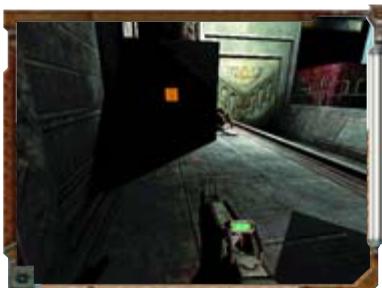
When you're ready, rush through the door on the right. When you pass through the doorway, turn left and move along the walkway. Not only do you have to worry about critters, but you need to keep moving to avoid getting peppered by the security turrets.



Step all the way inside this room while firing at the guard. It's important that the door closes behind you or else the security turrets in the previous area will continue hitting you.



Now push this button to open the elevator's door.



Rush along the walkway and head for this large crate on the left side.



Drop down into stealth mode and take cover along this crate's shadow. The security turrets can't spot you here, but keep an eye open for critters. Reload your shotgun again while taking a breather.



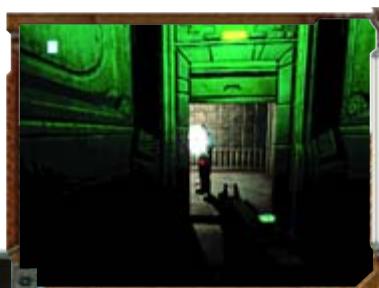
Step inside the elevator and ride it to the next floor. While in transition, drop down into stealth mode. As soon as the doors open, take aim at this guard waiting to ambush you. No immediate cover is available, so keep firing until he falls.



Exit the elevator and follow the next corridor to the left to open this door. Watch out for critters scurrying along the catwalk.



- The critter situation is calming down. Use the transport elevators to get up to the spaceport hangar.**



When you're ready to move, stand and rush around the crate to engage the guard. Rush forward and blast him at close range.

Move along the catwalk and aim your shotgun at the door ahead. When you're within a few feet of the door, it slides open, revealing a guard in the next room. Sidestep left and right while dueling with the guard.

TIP

The shotgun is most devastating at close range—even when it is fired at you—so keep your distance.

Keep firing and moving until the guard falls. Enter the doorway and grab the guard's shotgun ammo.



Drop down into stealth mode and enter this room when the elevator doors slide open. Step to the doorway just ahead.



Turn left to spot this NanoMed Machine mounted on the wall. Chances are, you could use a boost in health right now.



As the doors slide open, activate your Eyeshine ability to spot two guards. They're busy firing on critters.



Step through the door and turn to the right to look for another guard patrolling near a chain-link fence. When it's clear, turn toward a crate sitting next to the large container. As long as you stay low and in the shadows, the guards can't spot you.



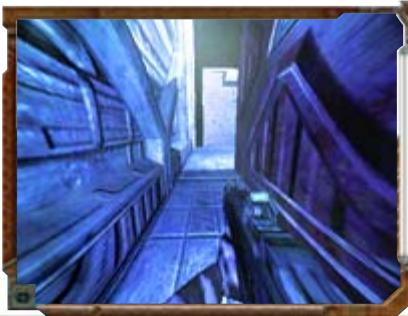
After healing at the NanoMed Machine, turn around and push the button next to this elevator.



Move past the small crate and turn right to enter this narrow alley running along the large container.



Step inside the elevator and ride it down.



Work your way around the container until you can see the chain-link fence ahead.



Peek around the container to spot the patrolling guard. Wait until he's moving away.

Make sure you're still in stealth mode before the elevator's doors slide open. The room ahead is patrolled by a Riot Guard and two guards. If you stay low, they can't see you—if you shot out all three lights.



While still in stealth mode, rush toward the opening in the chain-link fence and approach this console at the back. It is a large elevator.

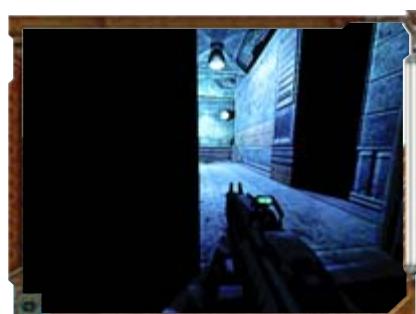


Stay low and advance through the room. Keep your distance from the guards to avoid being spotted.



TIP

If you're spotted while moving toward the chain-link fence, don't stop to engage the guards. Instead, rush to the elevator and push the button inside to make your escape.



Look for this door on the left and cautiously enter. The corridor ahead is covered by two guards.

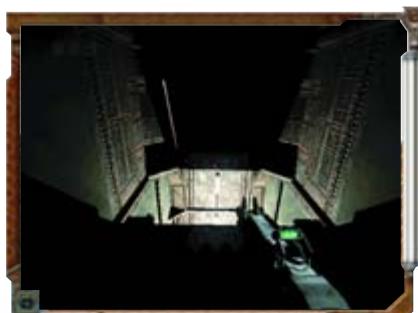


Push the button on the console to activate the elevator.

Step inside the corridor and wait for the door to close behind you. Shoot out this light on the ceiling.



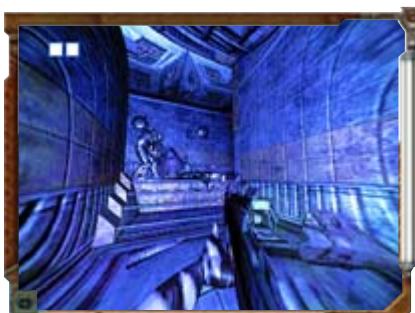
As the elevator climbs the slanted shaft, look up to spot the room ahead. Three lights illuminate this room. Aim at the ceiling and shoot them all out before the elevator comes to a stop.



Next, blast the two lights at the end of the corridor. Be ready to activate your Eyeshine ability.



The corridor is now completely dark. Creep toward the two guards at the top of the steps but don't open fire. Watch as a couple of critters move into view, and hold back for now.



The critters manage to take out at least one of the guards.



Next, turn to the window on the right and shoot out the light in the room where the guards are positioned.



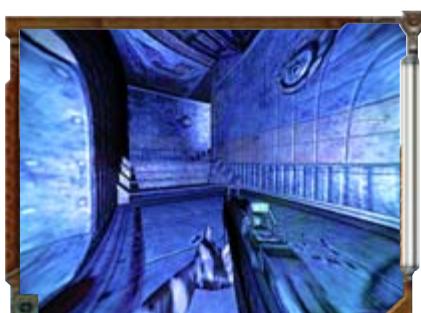
Creep past the window and move toward the door on the right. Watch for more critters in the hall ahead, but don't fire on them until you're past the window. Otherwise, the muzzle flash from your shotgun gives away your position, causing the guards to open fire.



Use your shotgun to mop up any survivors.

NOTE

The room to the right with the three guards also contains a med chair. Sneaking through this room to use the med chair is somewhat risky and totally optional.



After all the guards and critters are down for good, move forward and follow the corridor to the left.



Turn to enter the door on the right. Don't worry, the guards inside can't see you.



Peek around the next corridor to the right. A group of three guards are under siege by critters in a room to the right. While the guards are distracted, shoot out the light in the corridor's ceiling.



Stay in stealth mode and creep through the room while evading the guards.

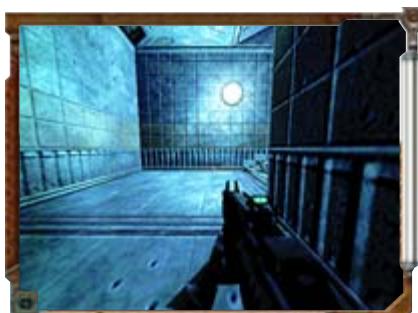


A med chair sits in the back of the room. Use it to heal yourself.

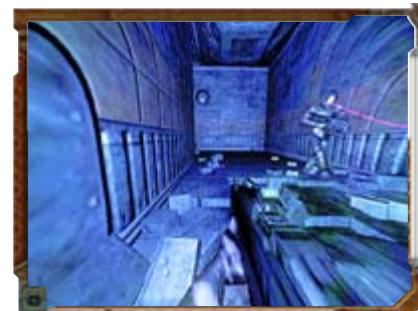
After using the med chair, backtrack through the room toward the door.



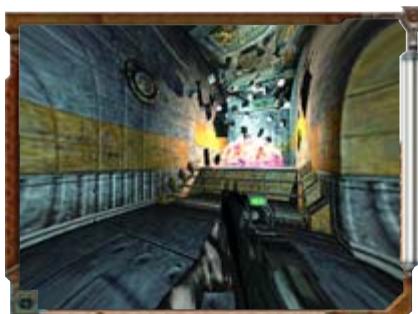
Wait for a guard to move into view.



Back in the corridor, turn right and shoot out this light on the wall.



As the guard moves toward you, slip past him and follow the corridor to the left.



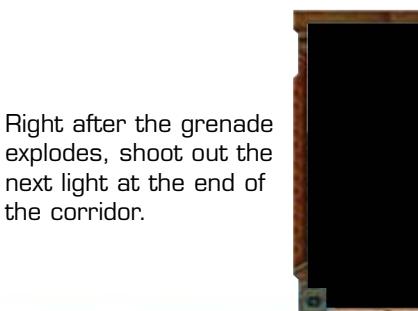
As you step around the corner, listen for a grenade clanking along the floor ahead. Back up and wait for it to explode.

The next doorway leads into a large warehouse. Another large elevator is located on the left side.

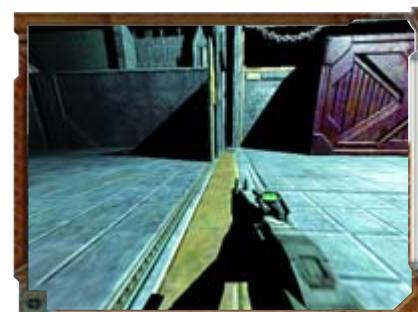


TIP

If you want pack #53, you'll have to clear out this warehouse, including both catwalks. The pack is located on the far catwalk. Use the crate and container to climb up over the railing to reach it.

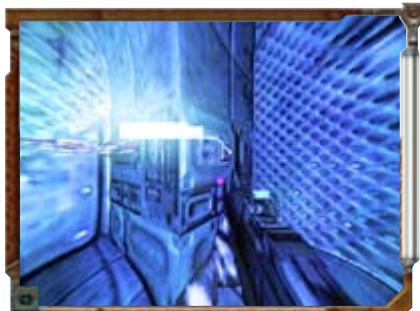


Right after the grenade explodes, shoot out the next light at the end of the corridor.

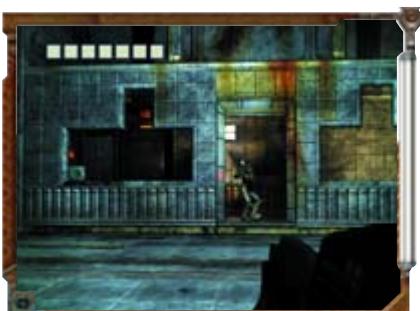


Stay in stealth mode and creep along this chain-link fence until the elevator's gate slides open.

Locate the button at the back of the elevator and push it. Ride the elevator farther up the shaft while looking up. Stay in stealth mode.



As the door slides open, blast the guard pacing in the outpost ahead. When he's down, rush into the outpost.



As you did in the previous elevator, scan the ceiling of the next room and shoot out all the lights before the elevator stops.



A lone Riot Guard watches over this room. Stay low and creep out of the elevator.



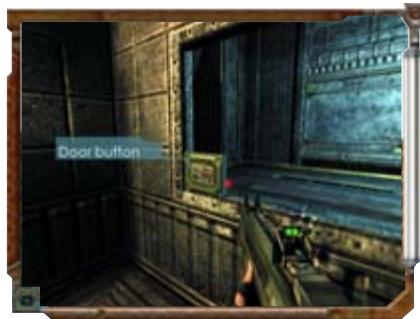
In the outpost you can find a NanoMed Machine on the wall to the left. But you'll have to replenish it with a canister if you want to use it.



Look for the narrow corridor on the left, and follow the steps up to the doorway.



From the NanoMed Machine, turn to the opposite end of the outpost and look for this button. This opens the door leading to the Hangar.



NOTE

When you're in the outpost, be sure you push the right button. If you push the button located on the left, a Riot Guard will be released through the door on the right.

Exit the outpost and rush through the open door. Before rushing to the large door ahead, make sure your shotgun is filled to capacity.



Keep moving around the room and shoot the fuel cells as they pass beneath the Mech. Scoring a direct hit isn't necessary, but it certainly speeds up the process.



FUEL TRANSPORT



A Heavy Guard blocks the path ahead. Get moving before the Mech opens fire.

The Mech explodes, clearing a path to the Spaceport.



Circle-strafe around the room to avoid the Mech's incoming rockets and machine gun fire, and use the large pillars for partial cover.



Approach this large door and wait for it to open.

Your shotgun can't even dent the Mech's armor, so don't waste your ammo trying to shoot it. Instead, scan the two rails running above the room. These rails carry fuel cells. Shoot these fuel cells to make them drop from the rail. They explode when they hit the ground.



Rush through the adjoining corridor and follow it to the right.

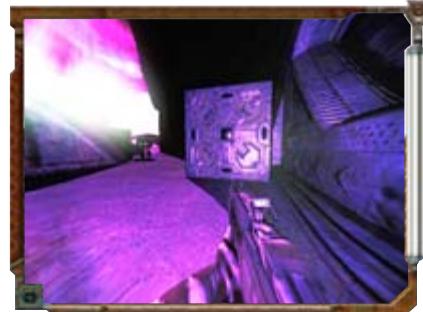


The next door leads to the Spaceport Hangar.

HANGAR



Before moving through the door ahead, drop into stealth mode. To make your getaway, you must clear the hangar area of all enemies. Your chances of survival are better if you're not spotted.



When the cargo area is dark, activate your Eyeshine ability. The Riot Guards may move in to investigate. While still in stealth mode, move toward these crates on the right.



As the large door slides open, step to the wall on the left. A Riot Guard stands at the far end of this cargo area. Stay low so you won't be noticed. Another Riot Guard is positioned to the left, at the head of the walkway leading to the landing pad.



Move in behind the large crate and turn left to climb on top.



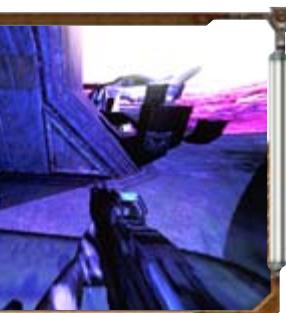
Turn to the wall on the right and find this light. Take aim and shoot it out.



From the top of the crate, monitor the Riot Guards' movement below. Wait here until they return to their posts.



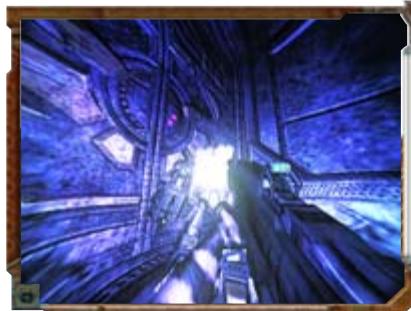
Now find the next light mounted on the same wall—this one's closer to the Riot Guard. Blast it, but it may take a few shots to hit it with the shotgun at this distance.



When the Riot Guards return to their original positions, turn right and drop off the crate, moving along the wall on the right. Approach the Riot Guard at the far end of the cargo area.



Sneak behind the Riot Guard and aim at this panel on its back—this is a weak spot in the Mech's armor. Make sure your shotgun is filled to capacity.



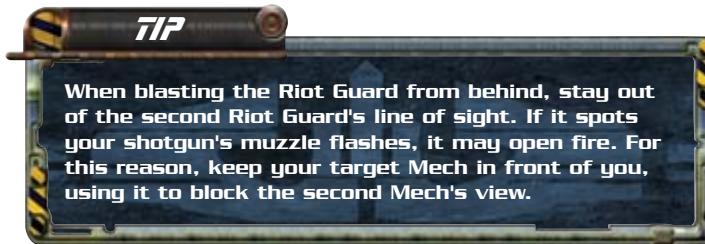
When the Riot Guard stops to look down at its fallen comrade, take aim at the panel on its back and open fire.



Fire multiple shots into the Riot Guard's back as rapidly as possible. Your shotgun's eight shells should be enough to do the job.

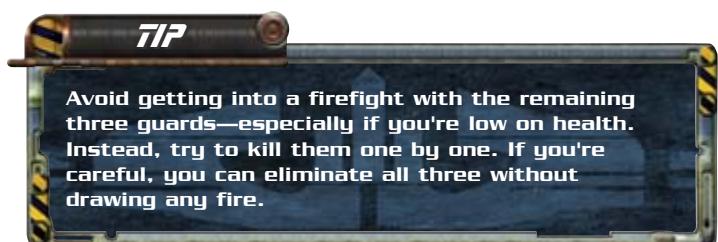


This Riot Guard falls just as easily as the first one. Keep up the rapid attack until it drops to the floor.

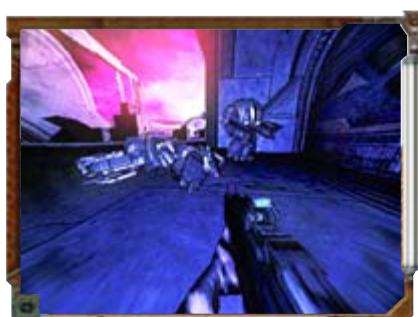


Now turn to the walkway leading out to the landing pad. The walkway is patrolled by one guard and the pad is defended by two more guards. Stay low and move behind the small crate on the walkway's right side.

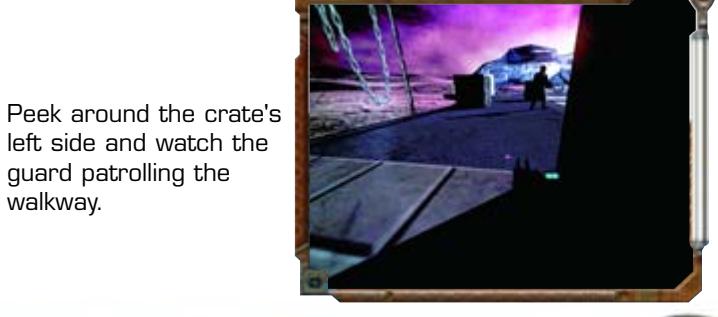
The gunfire will draw the attention of the second Riot Guard. Stay in stealth mode and wait in the shadows.



Slowly circle behind the Riot Guard as it searches for you. Meanwhile, load fresh shells into the shotgun.

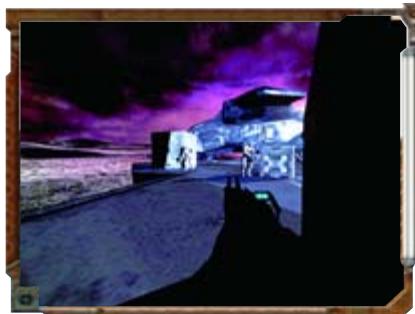


Peek around the crate's left side and watch the guard patrolling the walkway.





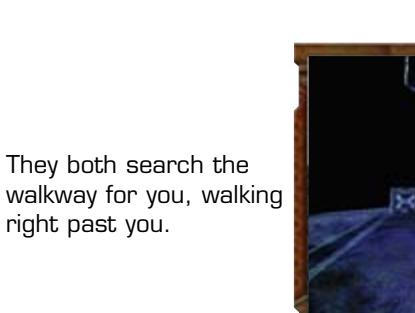
When he turns away and moves back toward the landing pad, advance to the next crate on the walkway's right side.



Watch the two remaining guards go on alert as they spot the body.



Stay in the shadow behind the crate while the guard walks past you.



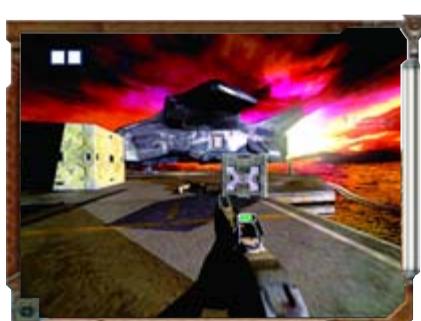
They both search the walkway for you, walking right past you.



Wait until he moves back to the landing pad, then sneak up behind him and snap his neck.



NOTE
 All guards must be killed before the spacecraft's ramp lowers, allowing you to board. Don't dash for the ship until you assassinate all the guards.



Leave his body out in the open and back-track to your hiding spot behind the crate.



Wait for a guard to return to the landing pad, then sneak up behind him on the walkway. Aim at the back of his head and fire. One more to go.



Stay low and take cover in the crate's shadow.



Scurry back to your hiding spot near this crate and wait for the last guard to respond.



He moves back onto the walkway and approaches his downed comrade.



After he passes you, sneak up behind him and finish him off with a shotgun blast to the back of the head.



Now you can board the spacecraft. Move along the walkway to the landing pad and wait for the ship's ramp to lower. Race up the ramp to initiate a cutscene.

Riddick meets up with Jagger Valance inside the ship. But the door to the cockpit appears to be jammed.



Johns interrupts your escape attempt, leading to a struggle.



The ensuing fight leaves both Riddick and Johns lying injured on the ship's floor. Jagger Valance isn't so lucky; he gets plugged as guards storm the ship.



For this latest escape attempt, Hoxie has Riddick put into cryo-sleep. Time for another escape plan!



CRYO-SLEEP

EXERCISE AREA



The level starts as Riddick wakes from cryo-sleep. Despite his grogginess, Riddick's drive to escape is still alive.

NEW OBJECTIVE

- Escape from Butcher Bay.



This bizarre, brightly lit room is the exercise area. Inmates are sent to this room at regular intervals and awakened for exercise.



But the waking moment is brief before the cryo-sleep kicks in, causing Riddick to blackout and collapse.

During these brief exercise periods, look around and study the routine. You share the room with another inmate, but don't try starting up a conversation—he won't say anything meaningful.



After an inmate collapses, the large mechanical arm in the room's center picks him up.



The inmate is then dropped in a new cryo-cell.



After a few exercise periods, Riddick gets an idea.

NEW OBJECTIVE

- There is an overlap in exercise times. Exploit it!

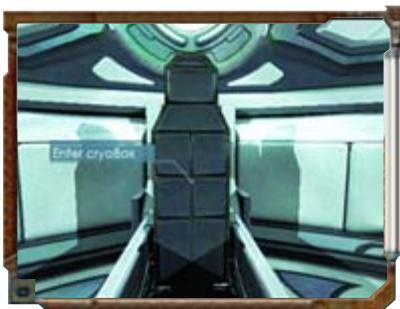


While still in your cryo-cell, turn to the right to spot this inmate. You need to move out before he collapses.

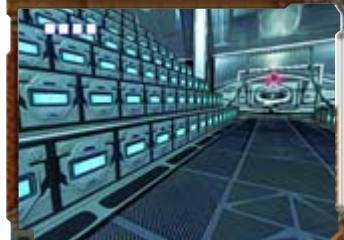


Turn left and approach this empty cryo-cell.

Press **X** to enter the cryo-cell. When the other inmate passes out, he's moved to this cell, but Riddick pushes him out before the cell is sealed. Now Riddick can travel to the next area of the facility while still awake.



CRYO-SLEEP



Turn around and run toward this pyramid on the right.



Climb up onto the pyramid and move to the right. While you're on the pyramid, the screamer droids can't pursue you.



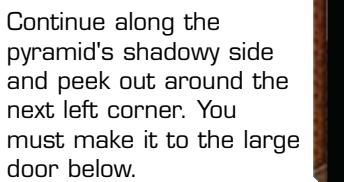
Inmates in cryo-sleep are stored within four large pyramids, each constructed of cryo-cells.



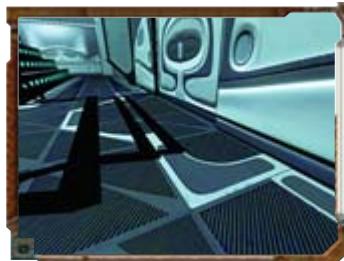
After Riddick's new cell is returned to the pyramid, he kicks it from within, causing the cell to tumble to the floor and crack open.



As you come to your feet, look down and grab this club before the cryo-sleep kicks in. You can't prevent blacking out, but at least you're free.



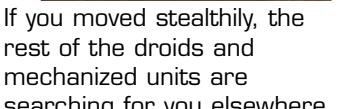
As you move around the next corner of the pyramid, drop into stealth mode and take cover in the shadows. The screamer droids have alerted other units patrolling the floors below.



When you awake, a screamer droid hovers over you. Instead of attacking the droid with the club, back away to avoid taking damage.



Creep to the floor and make a break for this door.



If you moved stealthily, the rest of the droids and mechanized units are searching for you elsewhere.



Turn right to enter the large door and race down this corridor. Even if you come under fire, keep running!

TIP

Screamer droids cause little damage, but their persistent attacks can add up. Plus, if you stay put too long, they'll attract reinforcements. Stay away from these pesky units.

FACILITY CONTROL



Pass through the large door ahead to enter this corridor.



You land in a cramped tunnel filled with several screamer droids and a red gas.



The left path is blocked. On this transparent barrier's other side are two dormant attack droids.



Run down the tunnel to avoid the first few droids. Sidestep left and right to slip past these last two screamer droids blocking the tunnel's end.



Turn to the right and advance along this span of the corridor.



When you reach the end, turn left and press **X** to grab the ledge above. But don't pull yourself up yet. A guard patrols the next corridor above.



As you move forward, barriers slide shut in front and behind you, locking you in this corridor. A panel pops out of the floor and two screamer droids emerge to attack you.



Instead of pummeling the two droids with your club, drop through this open hatch in the floor.

Wait until the guard walks away from this hatch, then pull yourself up.





Drop into stealth mode and fall in behind the guard. When you're close enough, reach out and snap his neck.



The guard drops a nano med cartridge.



Most importantly, the guard drops a gun. You may need to drag his body to one side to grab it.

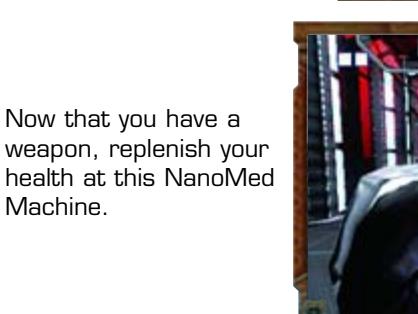
The next tunnel isn't filled with gas, but you have a few screamer droids to deal with. Blast the droids with your gun.



Stay near the tunnel entrance and zoom in to blast each droid.

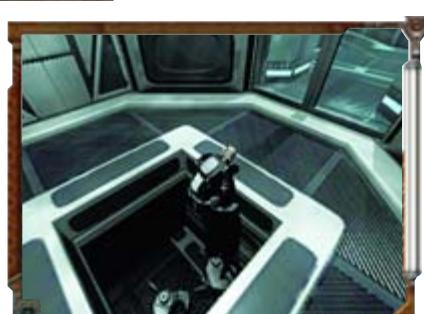


Pass the downed screamer droids and approach the opening at the tunnel's end.

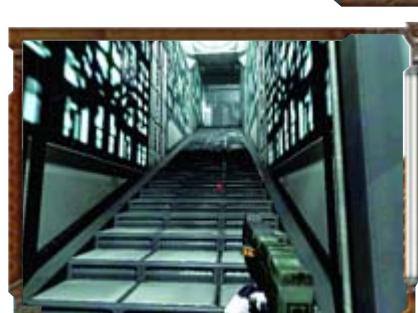


Now that you have a weapon, replenish your health at this NanoMed Machine.

Climb out of the tunnel to access the next area. No guards are in the immediate area, so don't worry about being spotted.



Turn to the next open hatch in the floor and drop through.



Drop into stealth mode and creep up these stairs.



At the top of the stairs, turn left.

Pass the room on the right for now. The guard inside can't see or hear you as long as you stay in stealth mode. Instead of encountering him, approach the guard standing in front of these computers ahead.



Enter the room and creep around the left side (behind the computers) until you can move in behind the guard. Center your sights on the guard's head and shoot him.



Stand up and grab this pack of smokes (#54) on the left table.



When you're behind the guard, stand up and press the **□** button to smack him on the back of the head with the gun.

Grab the guard's nano med cartridge, too.



The fallen guard's gun is on the table next to the computer. Pick it up to collect its ammo.

Exit the room and turn right to return to the computers where you killed the previous guard.



Ignore the computers for now and turn around. Drop into stealth mode and approach the room on the left where the next guard is positioned.



Use the computer overlooking the corridor you were trapped in earlier. This opens the barriers in the corridor.

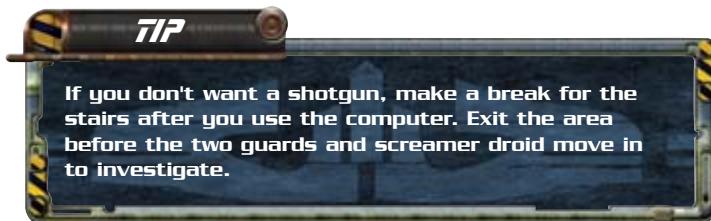




When you use the computer, turn around and rush to the corridor's right side. Drop into stealth mode to take cover in this shadowy area.



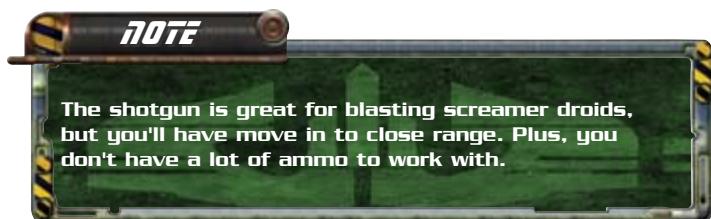
The tunnel you left earlier has filled with a few more screamer droids.



Two guards (one with a shotgun) and a screamer droid advance into the area from the corridor on the right. Stay in the shadows and zoom in to blast each threat, one at a time. Take out the guard with the shotgun first.



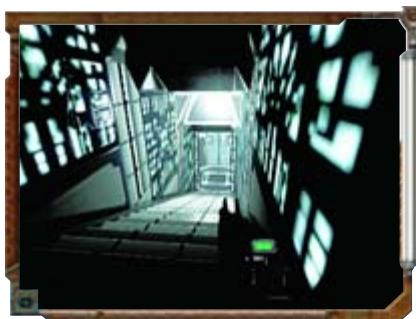
Equip the gun and pick off the droids from long range. When they're down, race toward the tunnel's end, but watch for another screamer droid to drop through the hatch ahead.



When they're all down, approach the bodies and pick up the shotgun, a nano med cartridge, and some ammo for your gun.



Destroy the screamer droid blocking your path to the hatch, then climb out of the tunnel.



Return to the stairs and drop through the hatch at the bottom.



If needed, use the NanoMed Machine in this short corridor. Even if you emptied the machine earlier, your nano med cartridges can recharge it.



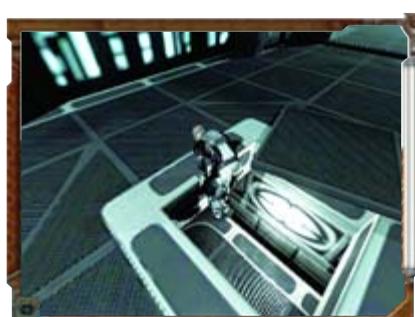
Continue to the next hatch and drop into the gas-filled tunnel.



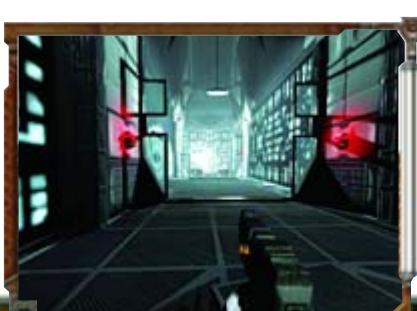
Zoom in and blast the screamer droids with your gun.



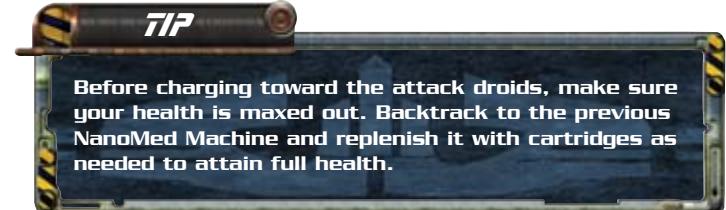
When all the screamer droids are down, rush through the gas-filled tunnel until you reach the other side.



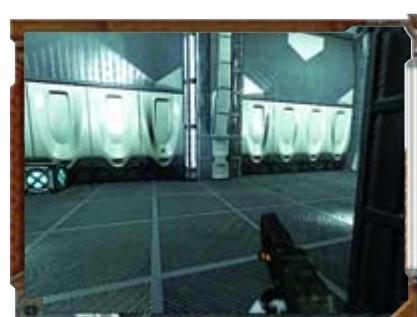
At the tunnel's end, turn left and climb out.



The corridor is clear of barriers. But the two dormant attack droids stand guard at the far end.



Instead of trying to sneak past the attack droids, your best chance of survival is to charge forward. The droids won't activate until you're halfway down the hall. They begin their attack by launching rockets. Run right between the droids to avoid the rocket blasts.



After passing the attack droids, turn down this corridor to the right. You should be able to round the corner before the attack droids turn around and fire another salvo of rockets.



Follow the corridor to the right and pass through the large door to enter this large maintenance room. It looks like this is where the attack droids are stored and repaired.



Move along the wall on the right to locate this NanoMed Machine. Use it to replenish any health you lost during your charge. Don't worry, the attack droids from the previous corridor won't follow you.

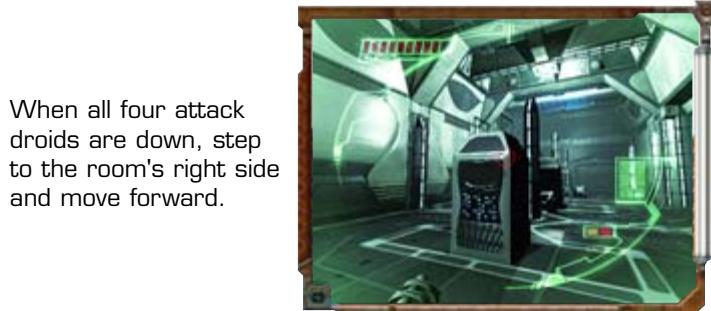


After healing, turn left and approach this Heavy Guard at the back of the room.



Walk up to the Heavy Guard and press **X** to climb inside. You now have a tremendous amount of firepower in your hands.

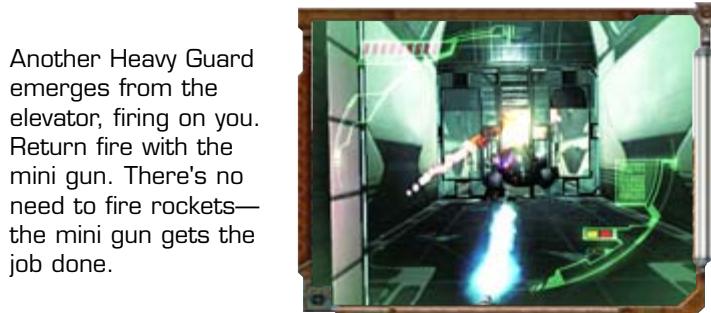
When you're behind the controls of the Heavy Guard, sidestep to the left and blast one of the dormant attack droids with the mini gun. This alerts the other attack droids, but don't worry—they don't stand a chance!



When all four attack droids are down, step to the room's right side and move forward.



Turn to the right to face this short passage and hold your ground. An elevator shaft is beyond this door.



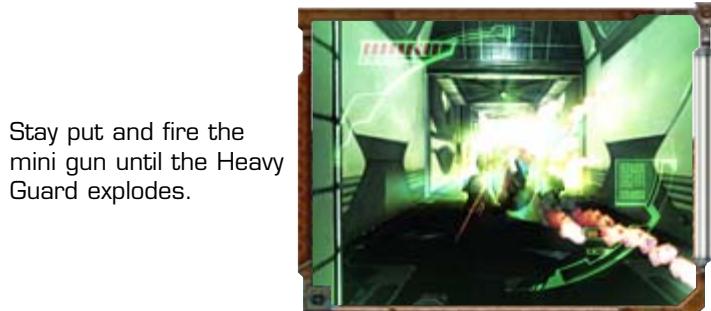
Another Heavy Guard emerges from the elevator, firing on you. Return fire with the mini gun. There's no need to fire rockets—the mini gun gets the job done.



Fire a few rockets (**□**) at the room's far end to demolish a few of the attack droids clustered in a tight group.



Use a mix of rockets and mini gun fire to scrap the remaining attack droids.



Stay put and fire the mini gun until the Heavy Guard explodes.



With the Heavy Guard out of your way, enter the elevator and ride it to the next floor. It's time to remodel the corporate office!

CORPORATE OFFICE



Approach the door ahead to enter the corporate office.



After this span of hallway is clear, move forward and turn down the next left corridor.



Before passing though the door, turn to the right. Sidestep left to enter the next corridor and fire on the guards with the mini gun.



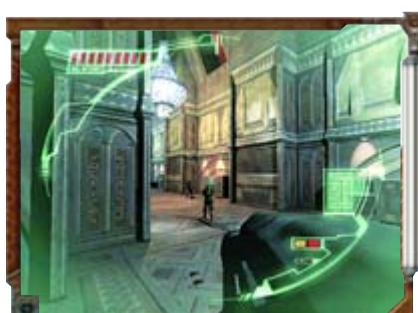
Step around the next corner and open fire between the two guards with a well-placed rocket.



When the corridor ahead is clear, move forward. You eventually take fire from behind. Turn around to spot the culprit in this window and mow him down with the mini gun.



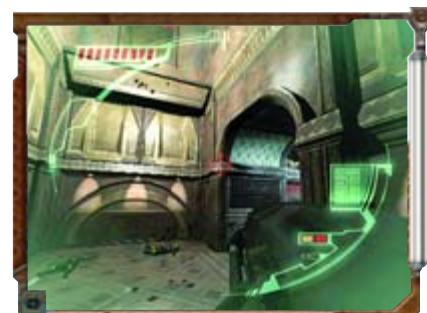
Aim up and eliminate this guard in the window above with your mini gun.



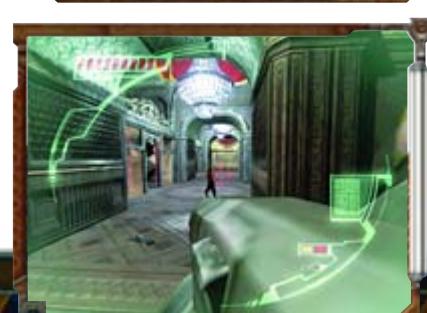
Turn around and follow the left corridor. Sidestep to the right and fire on the guards waiting to ambush you. Don't let them run behind you!



Advance to the next corridor on the right.



Sidestep in front of this corridor and open fire on this lone guard.

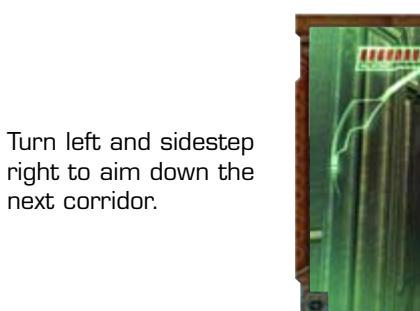




The offices lining this corridor are empty, so don't worry about being flanked while moving forward.



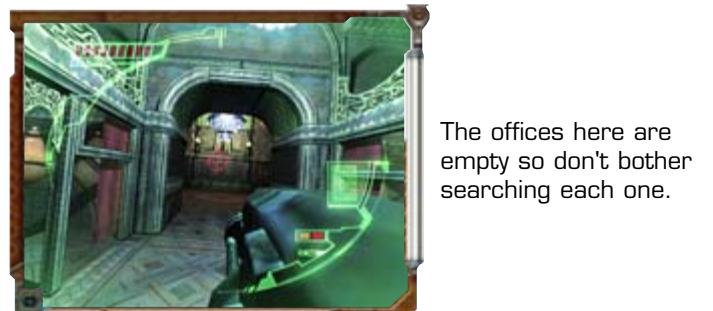
Before turning down the next corridor to the left, stop at this point.



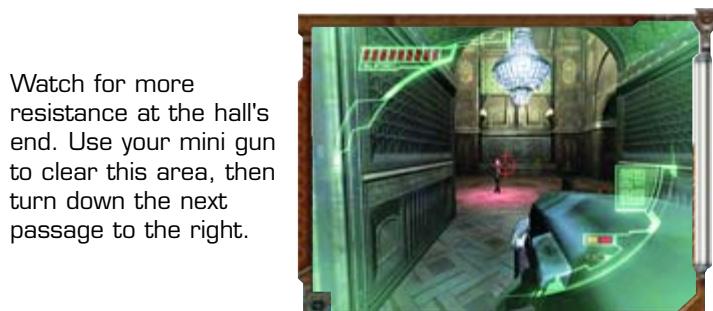
Turn left and sidestep right to aim down the next corridor.



If you destroyed the guards, this next lavish left corridor will be empty.



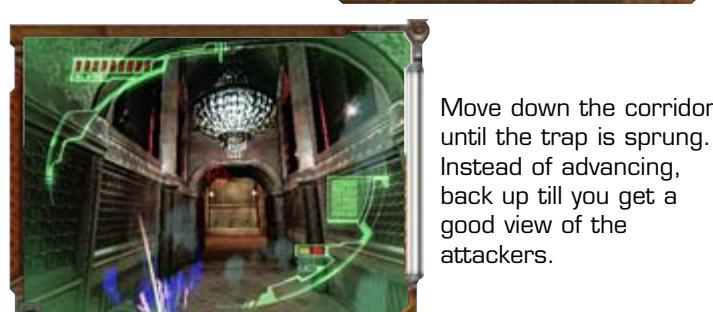
The offices here are empty so don't bother searching each one.



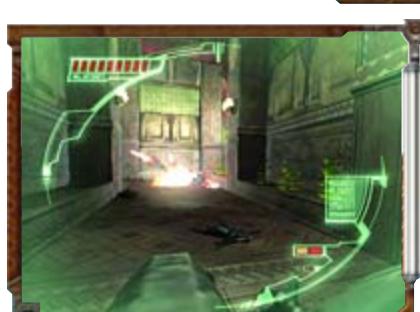
Watch for more resistance at the hall's end. Use your mini gun to clear this area, then turn down the next passage to the right.



An ambush awaits you in this next corridor. Guards hide behind the red curtains flanking the upper level.



Move down the corridor until the trap is sprung. Instead of advancing, back up till you get a good view of the attackers.



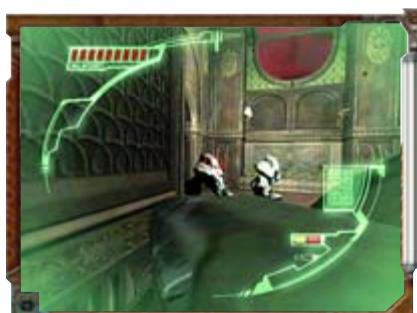
Advance down the corridor and use rockets to attack any guards that may be using the left hall for cover.



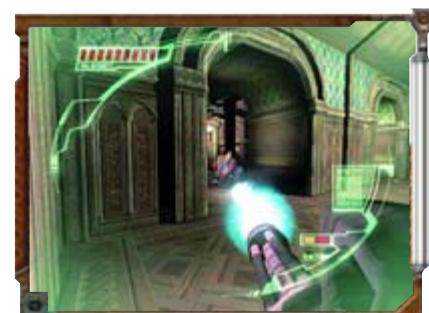
Use a couple of rockets to take out the guards. You don't have to score a direct hit to send bodies flying.



Before passing through the archway, turn left and sidestep to the right. Watch for another attack droid rushing through the left passage.



When all the guards are dead, continue down the corridor. As you approach the end, two attack droids advance through the left passage.



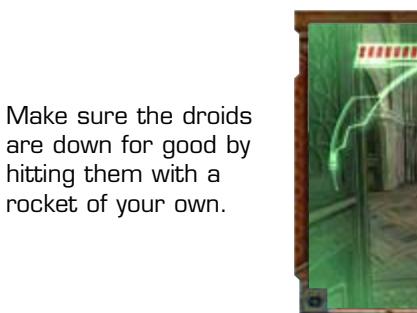
Your mini gun makes quick work of this lone attack droid.



Hold your ground and use the mini gun to dispatch these two attack droids before they launch any rockets.



Go through the left passage, stomping right past the downed attack droid.



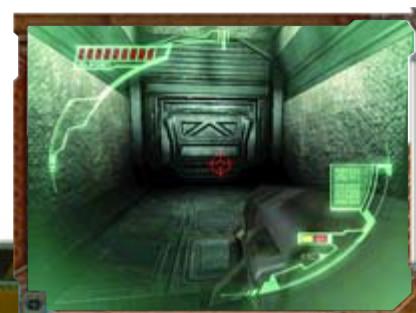
Make sure the droids are down for good by hitting them with a rocket of your own.



Advance to this room's far end, moving to the large door ahead.



Move past the downed attack droids and turn left.



The door slides open to reveal a large elevator. Step inside and ride it to the next floor.

FINAL BATTLE



As the elevator door opens, aim at this guard patrolling the next corridor and mow him down with the mini gun.



Two guards open fire on you in the next room as the door lifts. Blast the left guard first with the mini gun.



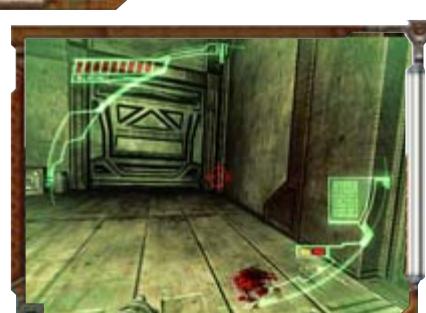
Hold in the elevator and wait for another guard to investigate from the left. Treat him to a mouthful of hot lead.



Turn to the right and pump the next guard full of lead.



Step out of the elevator and turn left. A couple more guards try to stop you with their assault rifles.



Before entering the room, turn right. Sidestep left into the room while aiming at this door.



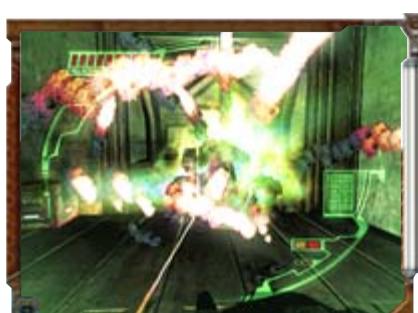
Wait until you're out of the elevator, then fire a couple of rockets to wipe out the guards.



Creep toward the door until it opens, revealing a Heavy Guard.



After the passage ahead falls silent, advance toward the large door at the corridor's end.

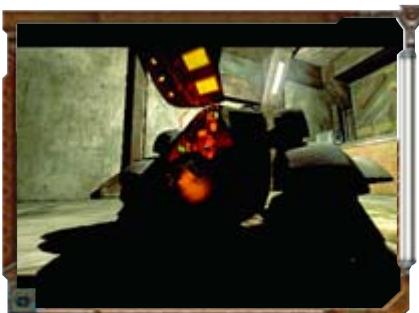


Blast the Heavy Guard with the mini gun until it explodes.

After you destroy the Heavy Guard, turn left and approach this button.



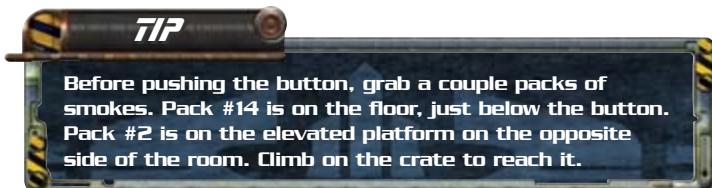
These guards open fire as Riddick races toward the take-off platform.



When your Heavy Guard is within a few feet of the button, you hop out.



Johns shows up to give Riddick a lift. Riddick has other plans.



Riddick wrestles the controls away from Johns and crashes the ship into Hoxie's office.



Walk to the button and push it. This opens the door to the left, but it also triggers reinforcements to enter the room behind you.



Sidestep to the left and rush through the large door as it opens. This leads onto the take-off platform—but there's no ship. Keep running forward until a cutscene begins.



Hoxie is surprised. He nervously bargains with Riddick while moving to his chair.



When Hoxie sits in his chair, it transports him through an escape hatch in the ceiling. As this happens, two red mechs enter the room.

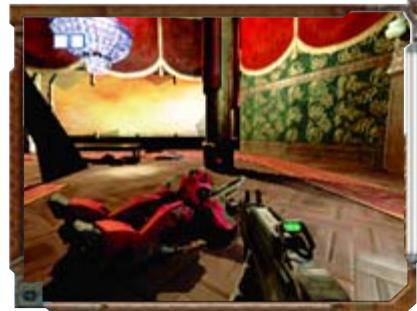
HOXIE'S OFFICE

When you regain control of Riddick, scour the floor for this shotgun in front of Hoxie's desk.

With the shotgun in hand, start moving. Circle left and engage the mech on this side of the room. These mechs are equipped with cloaking devices, making them invisible—until you shoot them. In the meantime, watch the muzzle flashes from their mini guns to track their movements.

TIP

Use the left mech as a shield. The other mech on the room's opposite side fires wildly whether its buddy is in the way or not. Sandwiching this mech between your shotgun and the other mech's dual mini guns results in a quick kill.



Continue the attack until the first mech falls.

Turn to the next mech and use the same attack plan. Disable its cloaking device with the first few shells, then move in for the kill. Don't stop moving.



With the mechs out of the way, Riddick and Johns hatch a plan to make their escape. Using a guard's uniform, Riddick escorts Johns to Hoxie's ship. Meanwhile, Hoxie gets surprised by his own trigger-happy guards that storm his office.



Use your speed to move in close and engage the mech at close range from the side or rear. When the mech takes damage, its cloaking device malfunctions, making it visible.



Using Hoxie's ship, Riddick and Johns make their escape. Good work! Stick around for the credits.

Keep up the attack, circling around the mech to avoid getting peppered by incoming rounds. Hit it from behind.



The Chronicles of Riddick: Escape from Butcher Bay provides plenty of replay value, so consider going back through your saved games and trying out some new strategies. What works best, firepower or stealth? How would you do if you hijacked one of the Riot Guard's mini guns? Did you find all 59 packs of smokes? If not, go back and try to find them to unlock the extra content. Even if you managed to escape, chances are you haven't seen everything the game has to offer. So slip back into the shadows and give it a second go.

PACKS OF SMOKES QUICK REFERENCE

1: HOGDAHL'S FINEST



Level: The Dream
Unlocked Content: TCoR Combo Trailer, Riddick Prototype 1
Details: Look for the hatch among the crates below the hangrail. The pack is in the adjoining crawl space.

2: CANDY CANDY



Level: Take Off Platform
Unlocked Content: Movie Concept Art 03
Details: In the last room (containing the Heavy Guard), on the raised platform to the left. Climb on the crate to reach it.

3: CARL'S BLEND



Level: Courtyard
Unlocked Content: Game Concept Art 05
Details: Reward for returning Gulag's red tube.

4: SWIFT



Level: Mining Core
Unlocked Content: Game Concept Art 16
Details: In rail tunnel near the level's start. Take out patrolling guard and technician before dropping into rail area. Disable the rail defense, too, using the service panel near the fork lift.

5: CHARLIE'S



Level: Tower 17
Unlocked Content: Game Concept Art 19
Details: Exit your container and enter the container to the right. Flip up the bunk to find this pack.

6: DESERT AIR



Level: The Dream
Unlocked Content: Movie Still 01
Details: On the table near the guard you need to disarm.

7: DOG SMOKES



Level: Feed Ward
Unlocked Content: Movie Set 01
Details: Buy pack from Gomer for 10 UDs.

8: BLACK DEATH



Level: Feed Ward
Unlocked Content: Movie Set 02
Details: Buy pack from Gomer for 15 UDs.

9: CHARLIE'S CC



Level: Feed Ward
Unlocked Content: Movie Set 03
Details: Buy pack from Gomer for 20 UDs.

10: PIRATE



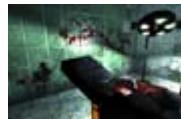
Level: Feed Ward
Unlocked Content: Game Concept Art 11
Details: Buy pack from Gomer for 25 UDs.

11: ROULETTE



Level: Feed Ward
Unlocked Content: Game Concept Art 37
Details: Buy pack from Gomer for 30 UDs.

12: DR. FILUR



Level: Infirmary
Unlocked Content: Movie Set 06
Details: In the bloody exam room. Need Shabby's code to enter.

13: ALUNDA CLASSICS



Level: Mainframe
Unlocked Content: Game Concept Art 22
Details: On the circular catwalk defended by two guards—before you enter the gas-filled tunnel. Use the crates to climb up onto the catwalk. Watch for another guard patrolling the floor below.

14: SPACE COWBOY



Level: Take Off Platform
Unlocked Content: Cigarette List
Details: On the floor, next to the large door's button. Grab it before opening the door.

15: MOUNT NOIR



Level: The Pit
Unlocked Content: Game Concept Art 17, TCoR Novelization
Details: Near the level's end in a small nook on the passage's left side—across from the lit flare marking the path to Pope Joe.

16: OP



Level: The Pit (Pope Joe)
Unlocked Content: Game Concept Art 02
Details: Before grabbing Joe's voice box, search the nook on the right side of the first room to find this pack.

17: SENSAI



Level: Feed Ward
Unlocked Content: TCoR Movie Teaser, Riddick First Playable 1
Details: Retrieve both halves of the snitch list and bring them to Cuellas to receive this pack.

18: YOYALL



Level: Tower 17 Base
Unlocked Content: Game Concept Art 20
Details: Defeat Bassim in the ring to win this pack.

19: STARLIFE



Level: Tower 17 Base
Unlocked Content: Game Concept Art 39
Details: Defeat Sawtooth in the ring to win this pack.

20: CLEMENS



Level: Tower 17 Base
Unlocked Content: Game Concept Art 06
Details: Defeat Cusa in the ring to win this pack.

21: NONAME



Level: Tower 17 Base
Unlocked Content: Game Concept Art 29, Riddick Prototype 4
Details: Return to Centurion after defeating Bam and Abbott to receive this pack.

22: PAINFUL



Level: Courtyard
Unlocked Content: Movie Set 09
Details: After you retrieve Twotongue's injector and defeat Bassim, he'll sell you this pack for 10 moths.

23: CONE PUFFS



Level: Courtyard
Unlocked Content: Game Concept Art 02
Details: Collect 20 moths and buy this pack from Twotongue.

24: FIVE FINGERS



Level: Courtyard
Unlocked Content: Game Concept Art 10, Starbreeze Motion Capture
Details: Jamal-Udeen rewards you with this pack for killing the Blueskins.

25: VOOODOO



Level: Prison Area
Unlocked Content: Game Concept Art 24
Details: Waman gives you this pack for taking out Molina.

26: THE COUNTS



Level: Prison Area
Unlocked Content: Game Concept Art 25
Details: Buy this pack from Booger for 20 UDs after defeating Rust.

27: THE BEETLE BLEND



Level: Mainframe
Unlocked Content: Game Concept Art 01
Details: Kill the Riot Guard at the level's end to earn this pack. Sneak up behind him and blast him in the back with the shotgun.

28: KARAVAN



Level: The Pit (Dark Tunnels)
Unlocked Content: Game Concept Art 03
Details: Before climbing the ladder, search the surrounding area for this pack. You'll find it in a nook opposite of the ladder.

29: YUPS



Level: Showers
Unlocked Content: Game Concept Art 12
Details: When you enter the locker room, turn left and search the lockers for this pack.

30: O



Level: Showers
Unlocked Content: Game Concept Art 31
Details: On the floor of the armory—the room where you attain the Double-Max Light Guard armor.

31: GRONKOS BAR



Level: Guard Quarters
Unlocked Content: Movie Prop 01, Riddick Prototype 3
Details: Sell the bottle of booze (you received from Jenkins) to Chancellor on the second floor. He'll give you this pack and 50 UDs.

32: OLD TIMER



Level: Courtyard
Unlocked Content: Game Concept Art 28
Details: Nurse gives you this pack for poisoning Binks.

33: GUARDS



Level: Guard Quarters
Unlocked Content: Movie Set 07
Details: Buy this pack from Yu in the promenade for 5 UDs.

34: RED FROG



Level: Work Pass
Unlocked Content: Movie Set 04
Details: This pack is in the keypad-locked control room. Abbott's card will open the door. Make sure the Riot Guard doesn't see you enter—wait till his back is turned.

35: BLOSS



Level: The Dream
Unlocked Content: Game Concept Art 32
Details: This is the first pack you'll encounter, located at the base of the ladder in the room containing the technician. Grab it before you drop and beat him up.

36: TINY TIMS



Level: Work Pass
Unlocked Content: Game Concept Art 26
Details: On your way to Tower 19, enter this dead-end duct before crossing the security checkpoint monitored by two Riot Guards.

37: SICHER



Level: Mine Entrance
Unlocked Content: Game Concept Art 38, Riddick First Playable 2
Details: You need to get Valya's code to unlock the door leading into this room containing a Health Station. The pack is on top of the left crate at the back of the room.

38: ROLLES ROK



Level: Mine Entrance
Unlocked Content: Game Concept Art 21
Details: Use the ventilation hatch from the elevator's roof to enter a duct. Follow it to a guarded hall, then sneak to the next duct to find this pack. You need a vent tool to get this pack.

39: NORDOVIST



Level: Security Checkpoint
Unlocked Content: Game Concept Art 30
Details: Climb up onto the elevated walkway, then inch along the ledge above the Riot Guard to locate this pack.

40: SPACE JOCKEY



Level: Upper Mines
Unlocked Content: Game Concept Art 23, Riddick First Playable 3
Details: This pack is on the balcony patrolled by the officer with the key card for accessing the Cargo Transport level. Take him out, then grab the pack.

41: JIMBORO



Level: Mining Core
Unlocked Content: Game Concept Art 27
Details: After exiting the rock crusher room, search the ground for this pack near the rail, hiding amongst the large containers.

42: ADDICTIVE M



Level: Cargo Transport
Unlocked Content: Movie Set 10
Details: You can find this pack on Floor 2.

43: IRON LUNGS



Level: Feed Ward
Unlocked Content: Game Concept Art 15
Details: On your way to Tower 19, search the upper level catwalk of the Feed Ward (the same room where you poisoned Binks) for a flashing grate. Climb through the duct to enter a room. This pack is next to a malfunctioning door. Watch for patrolling guards while entering and exiting the duct.

44: CA ALDERHOLM



Level: Container Route
Unlocked Content: Game Concept Art 08
Details: On the rail next to the one where the level starts. Enter the subterranean access tunnel and look for a ladder leading up to this rail.

45: 20 MUSKETEERS



Level: Container Route
Unlocked Content: Game Concept Art 04
Details: Before heading to the first rail control room, take the long ladder down to enter a dark maintenance tunnel. You'll find this pack at a dead-end.

46: ROBOT SMOKES



Level: Container Route
Unlocked Content: Game Concept Art 09, Riddick First Playable 4
Details: After clearing out Control Station A, enter the room containing the NanoMed Machine and look up to spot a short catwalk. Use the crates to climb up onto it and retrieve this pack.

47: 68TH



Level: Container Route
Unlocked Content: Movie Set 08
Details: On the way to the backup generator, enter the ceiling's ventilation hatch. The duct leads to a grating above the hall where you'll find this pack.

48: MAESTRO



Level: Container Route
Unlocked Content: Game Concept Art 07
Details: In the hall leading to the second rail, look up and enter a ventilation hatch. While crawling through the duct, grab this pack.

49: MUMMY



Level: Abandoned Equipment
Unlocked Content: Game Concept Art 13
Details: When crossing the covered bridge leading to the storage room, use the crate in the center to climb on top of the bridge. Step along the bridge's side to reach this pack.

50: COUNT GUNTHER



Level: Abandoned Equipment
Unlocked Content: Game Concept Art 14
Details: Before picking up the power cell in the storage room, search the left side of the room. The pack is inside the open crate on the floor.

51: CLOUD NO. 17



Level: Abandoned Equipment
Unlocked Content: Movie Concept Art 05
Details: In the hole in the wall created by the large creature at the level's end. Use grenades to kill the creature, then enter the hole to grab the pack.

52: ENFERMO



Level: Central Storage
Unlocked Content: Game Concept Art 18
Details: At the level's start, take the ladder up in the large cavern. The pack is along the ledge next to the large fan.

53: GRAES



Level: Loading Docks
Unlocked Content: Game Concept Art 34, Starbreeze Technology Demo
Details: On a catwalk near the second large lift. You'll have to clear out a few guards before using a crate to reach this catwalk.

54: GAWD



Level: Facility Control
Unlocked Content: Movie Concept Art 01, Game Concept Art 40
Details: Take out the guard in the computer room, then grab this pack next to the keyboard.

55: LUNGBUSTERS



Level: Courtyard
Unlocked Content: Game Concept Art 33
Details: Twotongue rewards you with this pack for returning his injector.

56: YOSHIMI



Level: Courtyard
Unlocked Content: Movie Set 05
Details: Pink will sell you this pack for 10 UDs.

57: MBRYO



Level: Aquila Territory
Unlocked Content: Game Concept Art 36
Details: After defeating Rust, look for Blueboy on your way out of Aquila Territory. He'll show his gratitude by handing over this pack.

58: HABIB'S



Level: Aquila Territory
Unlocked Content: Game Concept Art 35
Details: Stop in cell A28 to grab this pack.

59: JR GRASS



Level: Aquila Territory
Unlocked Content: Movie Concept Art 04, Riddick Prototype 2
Details: After taking out Rust, enter cell A11 and speak with Moondog as he cowers in the corner. He'll turn over this pack.